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The Kid's Greatest Hit!

STAR TREK: THE NEXT GENERATION

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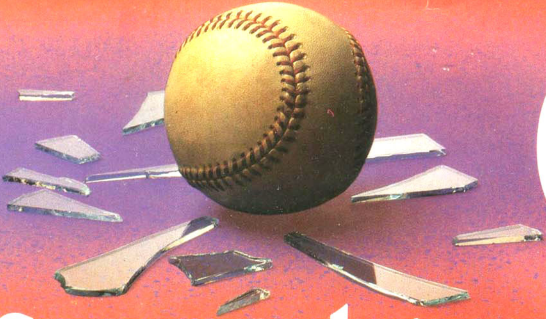

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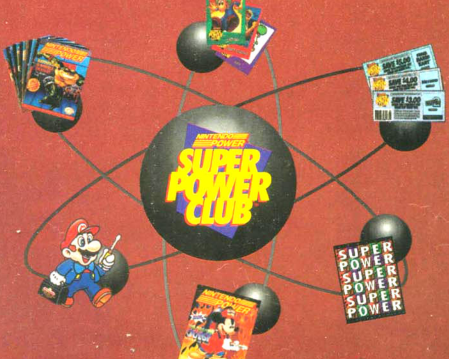
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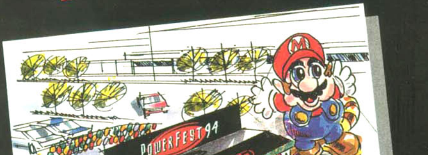
POWERFEST™ 94

192 TOUR LOCATIONS!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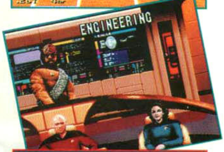
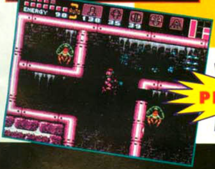
TOUR KICKS OFF AT THE END OF APRIL

STAY TUNED FOR TOUR LOCATIONS AND DATES!

NINTENDO POWER
APRIL 1994 VOLUME 59





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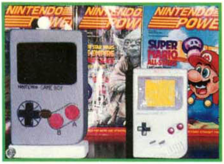
Hey NP! What's up? This is just a short letter and I'm going to tell you about the picture included. The big Game Boy is (believe it or not) made of wood! I made it in Woodshop and it looks just as good as the real one. The reason that the coins are on it is because it's a bank! The coin slot plays music when you put a coin in, too! I'm really proud of it because it looks so much like the real thing.

I'd like to see more stuff in the next Super Power Supplies catalog like games and T-shirts. Please make some more of those awesome Club Calendars and Controller decals because I think they are so cool! I'm trying to convince my mom to buy me some of the other stuff in the catalog.



Leejay Ronquillo
Hawthorne, CA

I think you should have Volumes 1-50 on sale for $50 again. I also think you should have more merchandise relating to The Legend of Zelda—A Link to the Past. I think everything that you have in your Super Power Supplies catalog is really cool!

Jason Simonds
Corpus Christi, TX

You're in luck! The second Super Power Supplies catalog (which all Super Power Club members received with this issue) includes more great Zelda gear. The items that were featured in the first catalog were so popular—we had to create some more!

I recently read Volume 55's Player's Pulse. I decided to write in and give you a few suggestions on what to possibly put into the next Super Power Supplies catalog. For starters, I really liked the Yoshi pocket T-shirt. I ordered one myself and plan to order a Mario hat. I think you should make a Yoshi stuffed animal. I think it would be popular. I also like the idea of Super Power Stamps. It's a great way to save money on Nintendo stuff. I think you should also have a contest in every magazine for a chance to win 50 Stamps.

April Crowe
Richmond, IN

Recently, my mother has developed an interest in Game Boy. The Game Boy Player's Guide review of Super Mario Land has actually helped me with my homework by lessening screams like "Oooh! I jumped on it!" and "The seahorse got me!" whenever she plays. The first question she asked about Link's Awakening was "When do I get to kill something?" I would like to say that your magazine is great and keep up the great work!

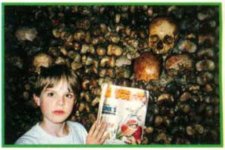
Sean Daugherty
Mohawk, NY

CES ADVENTURES!

"So many games, so little time." Josef Ploski, from Farmington Hills, Michigan, was lucky enough to have his picture taken with the world's greatest plumber at the Summer Consumer Electronics Show last year in Chicago. Of course, what video game experience would be complete without a copy of the world's greatest video game magazine?!

Hi! I'm Aaron Judd. I took this picture in the catacombs in France. This is the place where hundreds of Paris residents were buried. I hope you'll publish this to show thousands of Nintendo Power subscribers how cool it is!

Aaron Judd
Portland, OR



*Yeah, Aaron. It's cool. But what's **really** cool is that you carried Nintendo Power half of the way around the world to take the photo! We'd much rather see piles of creepy bones than the Eiffel Tower or the Louvre or something really ho-hum like that. Thanks!*

IF YOU'RE IN THE MOOD TO WRITE, WE'RE IN THE MOOD TO READ!

The second catalog is out and we'd really appreciate some feedback on the Super Power Stamps. Are you using them? Or are you saving them and planning to use them later? What gives? Waiting to hear from you......

NINTENDO POWER
PLAYER'S PULSE
P.O. BOX 97033
REDMOND, WA
98073-9733

This past spring (1993) I participated in the Super Star Fox Weekend Competition. It was a truly incredible experience. After much practicing (and meeting my final goal of beating Level 3) I was able to achieve an unbeatable score. On Thursday, September 2, my Star Fox flight jacket arrived, and I would like to say that I think it's excellent. I can't wait for winter to wear it. Thank you for holding the Super Star Fox Weekend Competition, and I am looking forward to the next contest with eager anticipation.

Graig Suarez
Parsippany, NJ

Check it out, Graig. The **Nintendo Powerfest '94** *should be kicking off at the end of April with 192 local events nationwide! These events consist of in-store competitions and large parking-lot events. Like the original Powerfest, winners from each event will be invited to a National Championship. Stay tuned for more details!*

MARIO VS MARIO?

I'm sending you this photo of Mario (Markie, age 5) and Mario (Michael, age 3). We had a Super Mario Halloween. What a trick or treat! They were crowd stoppers at school, village parties and of course, Boo at the Zoo. Everyone stopped and pointed saying "It's the Mario Brothers!" It was such a super time we had to share it with you. This photo may end up as our Christmas card this year!

Mary Jo & Mark Otmaskin
Melrose Park, IL

EDITOR'S CORNER

We've made a few changes to the Super Power Supplies program. The company originally responsible for taking orders, processing them and shipping them out, simply couldn't handle the amount of orders that were coming in. Consequently, a few problems arose with some orders. I'd like to take this opportunity to personally apologize to any Super Power Club member who experienced a problem with their order. I'm confident that the steps we've taken with our new fulfillment company will ensure that any Super Power Supplies order you place in the future will be handled in a manner that represents Nintendo's long-standing commitment to excellent customer service!

Gail Tilden
Editor-in-Chief

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1-206-885-7529

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Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 6 a.m. and 7 p.m. Sunday. It's long distance, so before you call, be sure to get permission from whoever pays the bill.

NINTENDO POWER®

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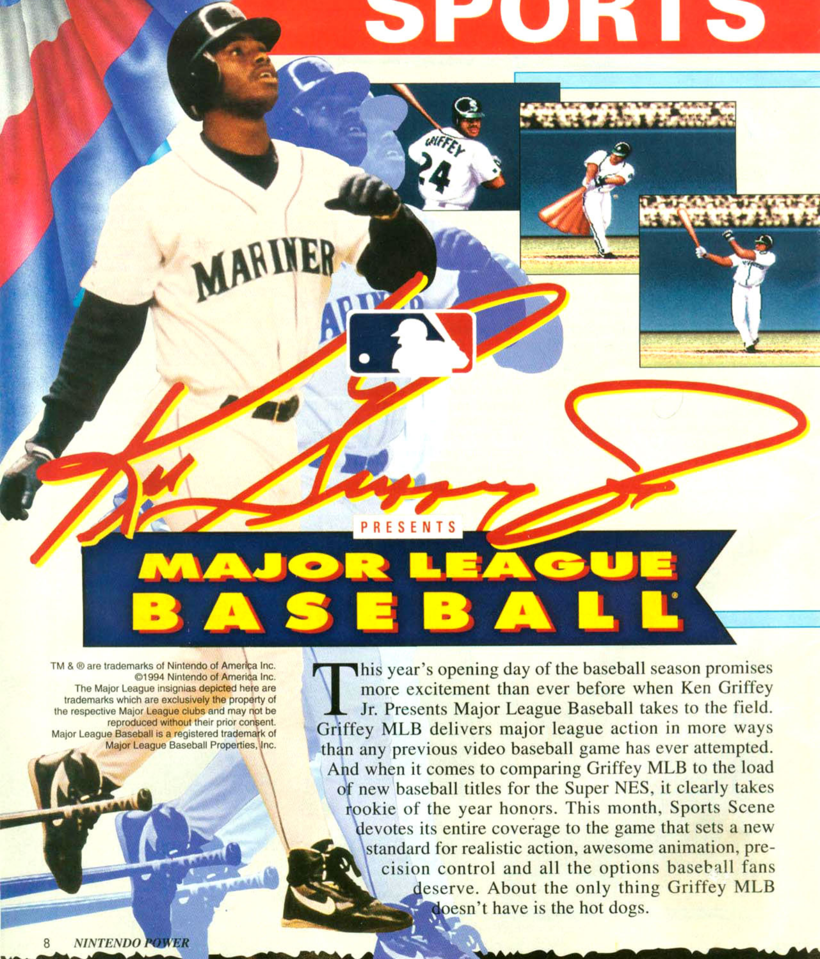
KEN GRIFFEY JR. OPENING

SPORTS



PRESENTS MAJOR LEAGUE BASEBALL®

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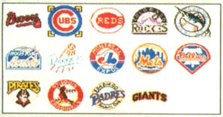
This year's opening day of the baseball season promises more excitement than ever before when Ken Griffey Jr. Presents Major League Baseball takes to the field. Griffey MLB delivers major league action in more ways than any previous video baseball game has ever attempted. And when it comes to comparing Griffey MLB to the load of new baseball titles for the Super NES, it clearly takes rookie of the year honors. This month, Sports Scene devotes its entire coverage to the game that sets a new standard for realistic action, awesome animation, precision control and all the options baseball fans deserve. About the only thing Griffey MLB doesn't have is the hot dogs.

DAY SPECIAL EDITION
SCENE

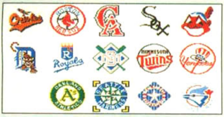
KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

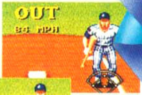
GRIFFEY HITS HOME

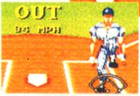
Redmond, WA—For the past two years, a team of dedicated baseball fans and game developers has been working to create the ultimate video baseball experience. They began by looking at the old standbys, Super Bases Loaded, Super Baseball Simulator 1.000, and Roger Clemens MVP. What they found was that the play and features just didn't measure up. The computer players didn't make smart plays, or the animation lacked realism, or the game didn't have the right options. Ken Griffey Jr. Presents Major League Baseball had to address all of those issues head on. You be the judge: real teams and stadiums, rosters that can be edited so they never go out of date, the best AI of any video baseball game, every season option you could want including the 1994 playoffs, battery back up, a home run derby, full stats, and more.



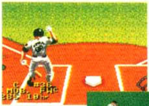
"...the best AI of any video baseball game..."

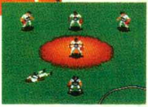






Players show a little character, or lack of it, in great arcade-style animations.

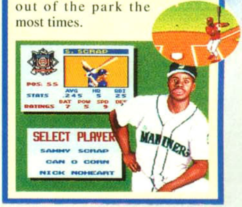




Sometimes the action is more lively than it is in a live game!

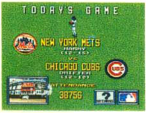
HOME RUN DERBY

Take on Ken Griffey Jr. to see who can knock the ball out of the park the most times.


S. SCRAP
POS: SS
STATS
AVG .245
HR 5
RBI 25
RATINGS
BAT 7
POW 5
SPD 9
SELECT PLAYER
SAMMY SCRAP
CAN O CORN
NICK NOHEART
MARINERS

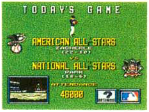
SINGLE GAME

One or two players duel on the diamond using any American or National league team in whichever stadium you want.


TODAY'S GAME
NEW YORK METS
VS
CHICAGO CUBS
ATTENDANCE
38756

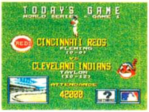
ALL-STARS

The best of the big leaguers hammer it home when the AL meets the NL at the mid-season break.


TODAY'S GAME
AMERICAN ALL-STARS
VS
NATIONAL ALL-STARS
ATTENDANCE
48000

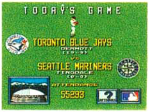
WORLD SERIES

One or two players choose their favorite teams for the Series. You can save a partial series with battery back-up.

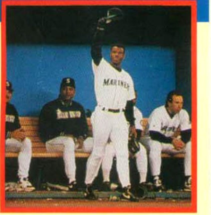

TODAY'S GAME
WORLD SERIES - GAME 1
CINCINNATI REDS
VS
CLEVELAND INDIANS
ATTENDANCE
42000

FULL SEASONS

Play a 162, 78 or 26 game season with the team of your choice. The battery back-up lets you play when you want.


TODAY'S GAME
TORONTO BLUE JAYS
VS
SEATTLE MARINERS
ATTENDANCE
55293

MAJOR LEAGUE TIPS



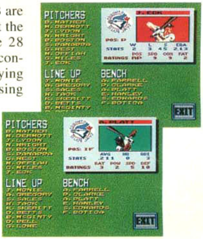
1994 PLAYOFFS

For the first time in history, Major League baseball has adopted a playoff system dividing each league into three conferences, and Griffey MLB lets you play them just like the pros.

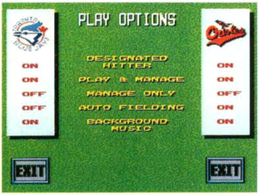
THE HOME FIELD

You can play in any ballpark no matter which teams are used. The stadiums look like the real thing and have the actual dimensions and quirks like the jog in the wall at Wrigley Field.

WINNING TEAMS


PITCHERS
J. EOK
POS: P
STATS
W L S ERA
RATINGS
POS SPD CON FAT
LINE UP
BENCH
EXIT
PITCHERS
A. PLATT
POS: IF
STATS
AVG HR RBI
RATINGS
BAT POW SPD DEF
LINE UP
BENCH
EXIT

The players and teams in Griffey MLB are based on actual team stats and reflect the real strengths and weaknesses of the 28 Major League teams. But you can win consistently with any team in either the Playing or Managing mode, even one with a losing reputation. Conversely, choosing the Blue Jays won't guarantee a win. The most important factor is your skill on the field—hitting, pitching and fielding. The computer opponent makes few errors and its decisions are always instantaneous. If you're playing against another person at a different skill level, you can even the odds a bit by choosing the Auto Fielding option for one or both of you. The second most important factor is how you manage your team. How long do you let a pitcher stay in the game? Can you put together a better lineup before the game? Do you make smart base running decisions?

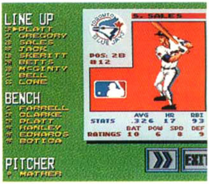


PLAY OPTIONS

ON	DESIGNATED HITTER	ON
ON	PLAY & MANAGE	ON
OFF	MANAGE ONLY	OFF
OFF	AUTO FIELDING	ON
ON	BACKGROUND MUSIC	ON

LINEUPS

Managing is critical in the Major Leagues and in Griffey MLB. Although your most solid players tend to be starters, many situations arrive that call for a specialist. When you check your Line Up and Bench, notice the ratings for Batting, Power, Speed and Defensive ability and choose the player you need.



LINE UP
PLATT
GREGORY
SALES
JACK
SKERITT
BETTS
McGINTY
BELL
LOWE

BENCH
FARRELL
CLARKE
PLATT
HANLEY
EDWARDS
BOTICA

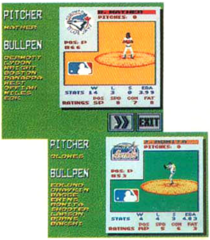
PITCHER
P. MATHER

S. SALES
POS: 2B
#12

	AVG	HR	RBI
STATS	.326	17	93
	BAT	POW	SPD	DEF
RATINGS	10	6	8	9

BULL PEN

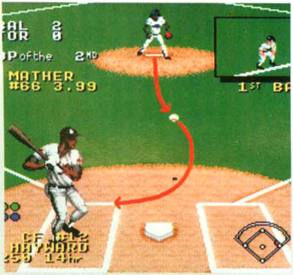
It is critical that you make good use of your Bull Pen, because every pitcher has a Fatigue (FAT) factor. When you see a pitcher panting like a dog, you'd better pull him off the mound, pronto. The background color indicates how hot (red, orange, yellow) or good a player is overall, but even cooler (green, blue) players can have outstanding ratings in some categories.


PITCHER
MATHER
BULLPEN
PITCHES: 0
POS: P
#66
STATS W L S ERA 14 3 0 3.99
RATINGS POS SPD CON FAT SP 8 7 8
EXIT
PITCHER
BULLPEN
PITCHES: 0
POS: P
#53
STATS W L S ERA 4 4 3 4.83
RATINGS POS SPD CON FAT RP 5 6 3

PITCHING UP A STORM

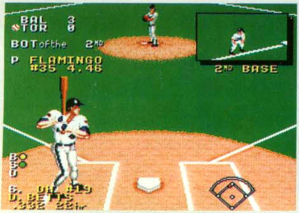
BAL 8
OAK 8
TOP of the 1ST

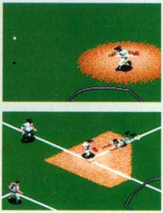
One of the best things about Griffey MLB is the instinctive interface that gives players precision control over every aspect of the game. In most situations, the B Button gives you control over the basic actions like throwing a pitch, jumping for a ball or swinging a bat. You don't even have to think about it, so you never feel as if the computer is running your life or ruining your game. Speed, Control and Fatigue are the three attributes of every pitcher. Don't try to burn up the plate if your pitcher is a Control guy with a medium or low Speed rating. There are three speeds of pitches and the directional Control Pad lets you curve the ball practically into the next county. Your pitcher also has freedom of motion on the mound. Even with great pitching control, you have to outthink the batter. Computer batters seem to pick up on tendencies, so mixing up your stuff is essential. Batters also have tendencies. They'll like to swing at anything, so give them an outside curve. Others have trouble with a slow pitch that wobbles over the plate.



PICK 'EM OFF

While pitching, you'd better watch out for speed guys on the bases who may try to steal. The Left and Right Buttons let you view runners at any base, then push the A Button before making your throw to the base where you're trying to pick off the runner. Watch the runners' animation windows carefully to see how many steps they lead off. If it's four steps, you may have a shot at throwing them out, but it also depends on the runner's speed. Although the computer isn't usually daring enough to call for a steal, it can happen, so keep sharp.





MAJOR LEAGUE TIPS

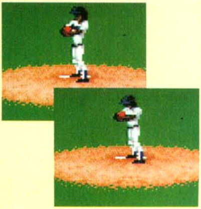
THE TAG GAME

Base runners automatically run when the pitch is away, but in some cases they won't be fast enough to tag up if the defense is on the ball. Once you make the catch, go for the double play.

BAL 8
TOR 5
TOP of the 5TH
2ND BASE

POOPED PITCHERS

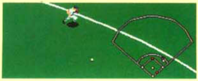
Panting pitchers will throw garbage, much of which will find its way to the cheap seats in the stadium in the form of home runs. Give them a rest and go to your bull pen quickly.



MAJOR LEAGUE TIPS

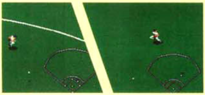
LINE DRIVES

When a batter hits a ground line drive in the infield, one of the infielders will be there to scoop it up. All you have to do is throw the runner out.



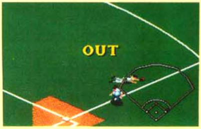
OUTFIELD RADAR

Watch the inset radar screen to see which player is active—the closest infielder or outfielder to the ball. Line up the blue player dot with the ball.



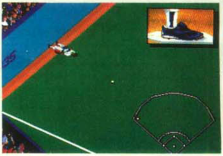
THE DIVE

If a defensive player is a step too slow, push the B Button when the ball is in front and he'll dive for it. If the ball is overhead, he'll jump up.

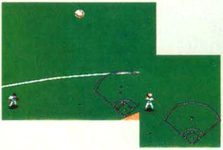


PLAY THE BALL

Griffey MLB gives players the most realistic fielding control of any video baseball game—the toughest part of any simulation. The problem with many baseball games comes in switching from the close perspective of the pitching view to the medium or long range fielding view. In Griffey MLB, the transition is smooth because you follow the flight of the ball. What you must remember is to move the designated defensive player by keeping an eye on the inset radar in the lower right part of the screen. If the hit is a fly ball, you'll also see a blue X on the field where the ball will land. Move your player to the center of the X and he'll make the catch. Line drives to the outfield are more difficult to defend. Some shots are so well placed that no outfielder could ever get to them to make the catch. In that case, try to get in front of the ball to stop it. If you have to run it down, the batter will probably take an extra base. Even more important than simply fielding the ball is making smart plays. Just as in real baseball, you should try to throw out the lead runner and make double plays to end an inning quickly.



Don't let the ball get past you and don't run into the wall. Either mistake could be the knockout punch.

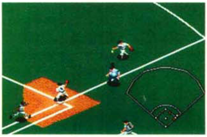


Move to the center of the X to make the catch.

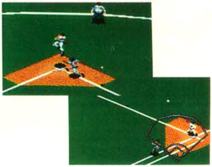
> **"...the most realistic fielding control of any video baseball game..."**

STRATEGY WINS

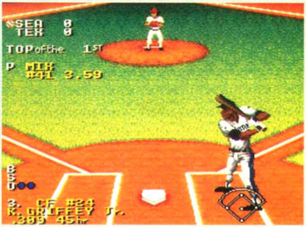
Decide on your strategy before the pitch. Do you try to get an out to end the inning or do you have to stop a scoring run? The play unfolds too quickly to let you think about it, so you have to be prepared. Always know where the lead runner is and how many outs you have. Luckily, you can rely on Griffey MLB's computer controlled teammates to make the smart play.



If you have to move a baseman out of position to make a play, one of the other players will cover the base. In some cases, you don't have to do anything at all. For instance, the catcher will always run down a pop foul if you don't interfere. At the major league level and in Griffey MLB, baseball becomes as much a game of the mind as of the body.



IT'S A SLUG FEST

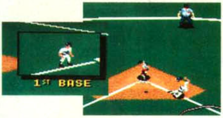


Batting in Griffey MLB may be the most impressive part of the game because the play control is so much better than in other video baseball games. With a little practice, you'll be able to place the ball just like the pros do. Any of the computer players can hit the ball, but placing it so you get on base takes skill. Computer pitchers aren't likely to walk you, so wait for the good pitch and make it count. Use all your options. If you have one or no outs and a man on base, you can move him forward with a bunt and get him into scoring position.

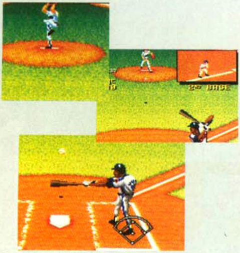
> **"...you'll be able to place the ball just like the pros do..."**

What makes Griffey MLB such a great batting simulation is the perspective and animation. The batter is very large, so you feel as if you're in the action. The depth perspective on the pitcher and the ball is also realistic so that you can judge when to swing the bat. That's what matters, because you can time the hit early or late to place it anywhere on the field.

Once you're on base, you can choose to steal, stand pat, tag up and run or just wait until the bases are full so that the runner automatically progresses. You can lead off as many steps as you want, but the further you go, the riskier it gets. The most important part of base running is the Speed rating of the runner. If he's a track star, you can often get an extra base on an outfield drive or steal one. Slow players shouldn't get greedy.



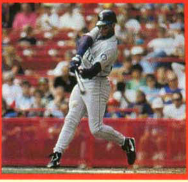
If the runner is fast, take a long lead, then sprint and slide!



Great animation and play control make Griffey MLB an offensive hit.

You'll know when you've gone the distance in Griffey MLB.

MAJOR LEAGUE TIPS



TIMING

Time your swing to place the ball left, center or right. For instance, a lefty swinging late will put it in left field. A square hit sends it to center.

BAL 0
SEA 3
BOT of the 2ND
P MOB. FWC #35 4.46
B S O

THE PICKLE

You always have control of your runner, so if he finds himself in the heat, head back to safety and watch for the throw that will cut him off.

TAG AND RUN

Don't expect the outfielder to mess up the catch. Stick around to tag up before heading for home, especially when the ball has a long way to go.

NATIONAL SCOUTING

Sports Scene has scoured the game to bring you scouting reports on all the teams. Each report shows the best players on each team at four skills: Pitching, Batting, Speed (Running), and Defense. You can

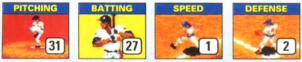
NL EAST

If you go by averages, the Marlins, Pirates and Cards would be taking the pennant, but averages don't tell the whole story. The Phillies and Braves both have hot players that can do it all. Even the Mets can be winners in Griffey MLB.

ATLANTA BRAVES

The front half of the Brave's lineup sizzles with batting skill and power while #24 is your best all-around performer off the bench. The bull pen has eight pitchers with speed, but they tire easily.

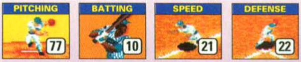
OFFENSE 1 5 10 **DEFENSE** 1 5 10


PITCHING
31
BATTING
27
SPEED
1
DEFENSE
2

FLORIDA MARLINS

On offense, #21, #10 and #19 can do just about anything while the rest of the lineup has strong defensive skills. Look for some heat from the Marlin bull pen with #34 and #54.

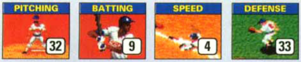
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
77
BATTING
10
SPEED
21
DEFENSE
22

MONTREAL EXPOS

Montreal's starting outfield of #33, #9 and #18 is strong in every rated category. On the bench, #5 and #37 can step in with strength. The pitching staff is strong all down the line.

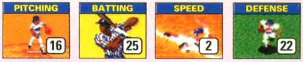
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
32
BATTING
9
SPEED
4
DEFENSE
33

NEW YORK METS

The Mets have no outstanding talent in any rated area, offensive or defensive. In fact, they have only one player rating a ten in any category. That means that winning with the Mets is more of a challenge.

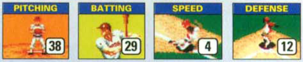
OFFENSE 1 5 10 **DEFENSE** 1 7 10


PITCHING
16
BATTING
25
SPEED
2
DEFENSE
22

PHILADELPHIA PHILLIES

High batting averages result in strong Batting ratings for most of the Phillies, but their defense and speed are not quite as good. Pitching is strong with many players boasting high Fatigue ratings.

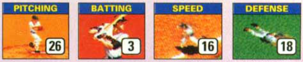
OFFENSE 1 6 10 **DEFENSE** 1 6 10


PITCHING
38
BATTING
29
SPEED
4
DEFENSE
12

PITTSBURGH PIRATES

A strong bench and two exceptional players in the starting lineup give the Pirates a winning chance in any game. Player #3 rates 10s in both Batting and Defense. Pitt pitching is fairly average.

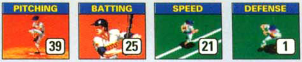
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
26
BATTING
3
SPEED
16
DEFENSE
18

ST. LOUIS CARDINALS

Five of the Cards starting lineup have super batting and fielding skills: #1, #25, #22, #23 and #3. Keep these guys in the game and serve up some awesome pitching with #39, #31, #43 and #42.

OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
39
BATTING
25
SPEED
21
DEFENSE
1

also compare the overall level of the Offense and Defense for each team. The numbers are derived by taking the average of all the players on a team for each category.

NL WEST

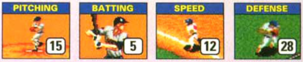
The NL West looks as balanced as possible, but the averages may hide the fact that a team may have some real talent along with some pretty mediocre players. Look over your lineup before playing so you know individual strengths.

KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

HOUSTON ASTROS

Balance is the order of the day down in the Astrodome. Although the Astros have few superstar players, they have a strong lineup. A great pitching staff is led by #27, #51, #15, #57, #21 and #31. Whew!

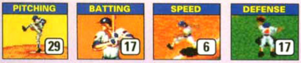
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
15
BATTING
5
SPEED
12
DEFENSE
28

CHICAGO CUBS

The Cubbies aren't especially fast or powerful, but they have excellent Batting and defense ratings. If you need a quick runner on base, use #6 from the bench. Pitching is good, but not overwhelming.

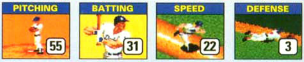
OFFENSE 1 5 10 **DEFENSE** 1 7 10


PITCHING
29
BATTING
17
SPEED
6
DEFENSE
17

LOS ANGELES DODGERS

The Dodgers have a strong defensive lineup with moderate hitting ability. Speed isn't their strong suit. Player #31 can knock the ball out of the park. The bull pen includes control-meister #49.

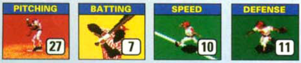
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
55
BATTING
31
SPEED
22
DEFENSE
3

CINCINNATI REDS

Cincinnati has excellent balance across the board and a few standouts like #7, #30 and #11. On the pitching staff, #11 is a real all-star with ratings of 10-9-9. The bull pen, however, has little depth.

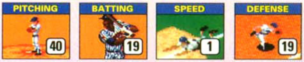
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
27
BATTING
7
SPEED
10
DEFENSE
11

SAN DIEGO PADRES

The Padres are a very balanced team with just about all of the starting lineup capable of solid stats, but there are no over-achievers here. Expect more of the same from the bull pen—middle of the road.

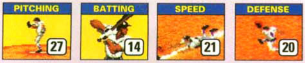
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
40
BATTING
19
SPEED
1
DEFENSE
19

COLORADO ROCKIES

The Rockies may be newcomers to the game, but they have some talent. For hitting, go to #14 while infield specialist #37 is a great defensive player. The pitchers have above average ratings in most categories.

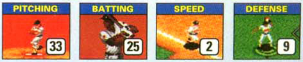
OFFENSE 1 6 10 **DEFENSE** 1 7 10


PITCHING
27
BATTING
14
SPEED
21
DEFENSE
20

SAN FRANCISCO GIANTS

The Giants have exceptional players, including #25 who is one of the best in the game and #9 who is nearly as good. You can also bring #45 and #14 off the bench. The pitching staff is led by #33, #26 and #32.

OFFENSE 1 6 10 **DEFENSE** 1 6 10


PITCHING
33
BATTING
25
SPEED
2
DEFENSE
9

AMERICAN
SCOUTING

Sports Scene's scouting reports are derived from the game ratings that are available to you in the listings of individual players when you go into the Line Up and Bull Pen options. The Offense number combines the

AL EAST

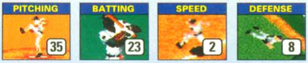
Although the Blue Jays have taken the World Series in the real world for the past two years, the competition in the AL East remains intense with the Yankees and Tigers in close pursuit. The Red Sox and Orioles provide more of a challenge.

BALTIMORE ORIOLES

400 ft.

The Orioles are the perfect team to use when you think you've mastered the game. The defense and speed ratings are unusually low. You'll have to play flawless ball to win. Luckily, you'll have some pitching.

OFFENSE 1 4 10 **DEFENSE** 1 4 10

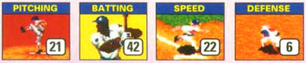

PITCHING
35
BATTING
23
SPEED
2
DEFENSE
8

BOSTON RED SOX

390 ft.

Boston has the lowest overall rating for offense, but #42 and #39 are both solid hitters. You can also shore up your defense with #2 from the bench. Pitcher #21 is one of the hottest in the game.

OFFENSE 1 3 10 **DEFENSE** 1 4 10

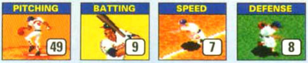

PITCHING
21
BATTING
42
SPEED
22
DEFENSE
6

CLEVELAND INDIANS

404 ft.

The Tribe has one power hitter, #8, and one speedster, #7, who can add to the total RBIs. Defense is mediocre as is pitching. Although Cleveland is an average team, it can also be a challenge to win with it.

OFFENSE 1 5 10 **DEFENSE** 1 5 10

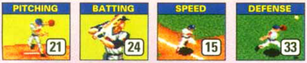

PITCHING
49
BATTING
9
SPEED
7
DEFENSE
8

DETROIT TIGERS

440 ft.

Don't expect to overpower anybody with the Tiger's hitting. Player #3 is very consistent but has little power, which is pretty much the story of the whole team. In the bull pen, use #16 as your starter.

OFFENSE 1 6 10 **DEFENSE** 1 6 10

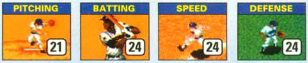

PITCHING
21
BATTING
24
SPEED
15
DEFENSE
33

MILWAUKEE BREWERS

402 ft.

Milwaukee has talent in #23 and #24, but the rest of the lineup is fairly average although #20 can come off the bench. The pitching staff is led by #21, #25 and #38 with short periods of brilliance by #47.

OFFENSE 1 5 10 **DEFENSE** 1 6 10

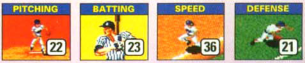

PITCHING
21
BATTING
24
SPEED
24
DEFENSE
24

NEW YORK YANKEES

408 ft.

The Yankees have some impressive players on the starting lineup like #23, #21 and #14. From the bench, #19 is the best hitter while #17 is a solid defensive player. Solid pitching is led by #22.

OFFENSE 1 6 10 **DEFENSE** 1 6 10

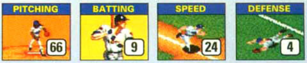

PITCHING
22
BATTING
23
SPEED
36
DEFENSE
21

TORONTO BLUE JAYS

400 ft.

The Blue Jays have both speed and hitting power on their lineup, #33 being the only average player of the starters. The bench has little to offer. Toronto also has a good mix of pitchers.

OFFENSE 1 6 10 **DEFENSE** 1 6 10


PITCHING
66
BATTING
9
SPEED
24
DEFENSE
4

Batting and Power ratings while Defense is simply an average of the Defense rating. You'll notice that the range of difference is fairly narrow, meaning that any team can be a winner.

AL WEST

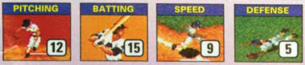
The AL West is always a dogfight, but the balance and competition has gone up a notch in the past few years. The teams in Griffey MLB reflect how the race has heated up now that the Mariners, A's and Angels are back in the hunt.

CALIFORNIA ANGELS

The Angels have a solid bench and some stars like #15 and #9 who can hit and play good defense as well. On the pitching mound, the top three of #12, #31 and #32 are all excellent with high Fatigue ratings.

404 ft.

OFFENSE 1 5 10 **DEFENSE** 1 6 10



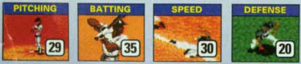
PITCHING	BATTING	SPEED	DEFENSE
12	15	9	5

CHICAGO WHITE SOX

White Sox #35 may not be fastest, but he's one of the best players in the game. With #8, #23, #1 and #13, the ChiSox are strong everywhere. They also have two of the best pitchers: #29 and #32.

400 ft.

OFFENSE 1 6 10 **DEFENSE** 1 6 10



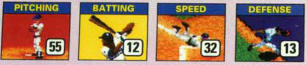
PITCHING	BATTING	SPEED	DEFENSE
29	35	30	20

KANSAS CITY ROYALS

The Royals have a strong team defense that extends down to the players on the bench. Hitting is more of a trouble area, but most starters rank in the 7s and 8s. Pitching is led by #55 and #17.

410 ft.

OFFENSE 1 5 10 **DEFENSE** 1 7 10



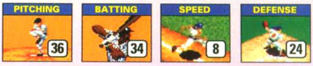
PITCHING	BATTING	SPEED	DEFENSE
55	12	32	13

MINNESOTA TWINS

The Twins don't lack in any area, but they have few stars, although #34 may be one of the best. Pitching is slow but generally solid. Only #38 puts good speed on the ball, but he has a low Fatigue rating.

408 ft.

OFFENSE 1 6 10 **DEFENSE** 1 7 10



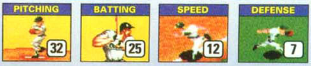
PITCHING	BATTING	SPEED	DEFENSE
36	34	8	24

OAKLAND ATHLETICS

Oakland has pretty good defense, but the hitting and speed categories won't impress anyone. Make the best use of the lineup that you can. The bull pen is loaded with solid pitchers with several styles.

400 ft.

OFFENSE 1 5 10 **DEFENSE** 1 6 10



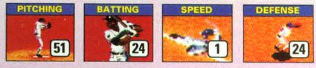
PITCHING	BATTING	SPEED	DEFENSE
32	25	12	7

SEATTLE MARINERS

Ken Griffey Jr. wins the overall best player title with a rating of 10-10-6-10. The rest of the starting lineup is only a bit above average. The pitchers are led by outstanding #51, #39 and #29.

405 ft.

OFFENSE 1 5 10 **DEFENSE** 1 6 10



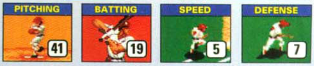
PITCHING	BATTING	SPEED	DEFENSE
51	24	1	24

TEXAS RANGERS

The Ranger's powerhouse is fueled by #19, #18, #7 and #15. The bench is also fairly strong in most categories. The pitching staff features strong arms in #41, #37, #32, #59 and #34.

400 ft.

OFFENSE 1 6 10 **DEFENSE** 1 6 10

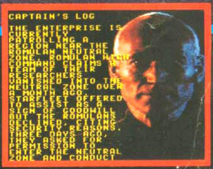


PITCHING	BATTING	SPEED	DEFENSE
41	19	5	7

STAR TREK
THE NEXT GENERATION

MAKE IT SO

Step onto the bridge of the Federation starship Enterprise. The crew awaits your command to send them on a voyage of discovery. You'll encounter new life and new civilizations, and alien threats in the depths of space. If you're ready to beam down to planets, battle Romulans in space and visit far flung star bases, then engage.


CAPTAIN'S LOG
THE ENTERPRISE IS
CURRENTLY
PATROLLING A
REGION NEAR THE
ROMULAN NEUTRAL
ZONE. ROMULAN HIGH
COMMAND CLAIMS A
TEAM OF THEIR
RESEARCHERS
VANISHED INTO THE
NEUTRAL ZONE OVER
A MONTH AGO.
STARFLEET OFFERED
TO ASSIST AS A
SIGN OF GOODWILL
BUT THE ROMULANS
DECLINED, CITING
SECURITY REASONS.
THREE DAYS AGO,
THEY ASKED FOR
PERMISSION TO
ENTER THE NEUTRAL
ZONE AND CONDUCT

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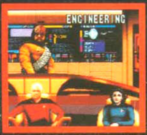
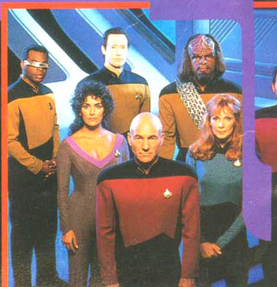
WHERE NO ONE HAS GONE

Spectrum Holobyte made Star Trek: The Next Generation the game so like the hit syndicated series that fans will feel right at home. You must solve a mystery while warping about the galaxy, but you'll also have to obey Star Fleet regulations and stay alive.



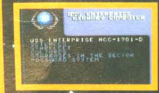


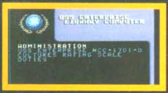
AT THE HELM

Controlling the Enterprise and the Away Teams will take some practice. Familiarize yourself with the different ship's systems on the bridge so that you can access information and controls quickly. Navigation, Engineering and the Transporter room are the most critical systems.

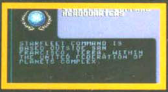
COMPUTER DATA

Access information about the Star Fleet, planets and other subjects through the ship's computer. You'll also find the Password save feature in this area.


USS ENTERPRISE NCC-1701-D


USS ENTERPRISE LIBRARY COMPUTER

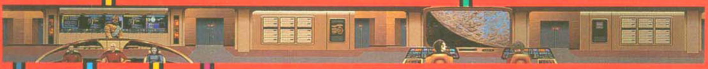
ADMINISTRATION
USS ENTERPRISE NCC-1701-D
CULTURES RATING SCALE
DUTIES


HEADQUARTERS

STARFLEET COMMAND IS BASED OUTSIDE SAN FRANCISCO, TERRA, WITHIN THE UNITED FEDERATION OF PLANETS COMPLEX.

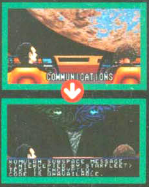
The ship's computer has much of interest, but not all of it is essential to the game.

BRIDGE

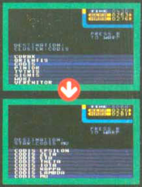


COMM/NAV

Answer hails and set your course to distant star systems at the comm/nav console. Once you've highlighted your destination, remember to push the B Button.


COMMUNICATIONS

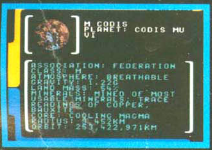
ROMULAN SUBSPACE MESSAGE (INTERCEPTED BY STARFLEET) TEXT IS ENCRYPTED. CODE IS UNAVAILABLE.


PRESS B TO WARP
DESTINATION:
CORAX
CODIS
VERENITOR

CODIS EPSILON
CODIS ZETA
CODIS ETA
CODIS THETA
CODIS IOTA
CODIS KAPPA
CODIS LAMBDA
CODIS MU

SENSORS

Sensor readings tell you about the conditions on planetary bodies or ships, like whether there is breathable oxygen or not.


M CODIS
PLANET: CODIS MU VI

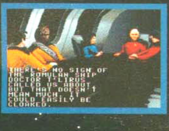
ASSOCIATION: FEDERATION
CLASS: M
ATMOSPHERE: BREATHABLE
GRAVITY: 1.22G
LAND MASS: 64%
MINERALS: MINED OF MOST USABLE MINERALS. TRACE READINGS OF COPPER, BAUXITE
CORE: COOLING MAGMA
RADIUS: 8,452KM
ORBIT: 253,422,971KM

Much of the data base on board the Enterprise won't affect your missions one way or the other.

BRIEFING ROOM

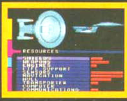
Captain Picard reviews mission data and goals with his officers in his Ready Room before an Away Mission.

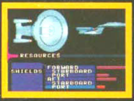
BRIEFING ROOM

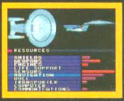

THERE'S NO SIGN OF THE ROMULAN SHIP DOCTOR T'LIRUS CALLED US ABOUT, BUT THAT DOESN'T MEAN MUCH. IT COULD EASILY BE CLOAKED.

ENGINEERING SYSTEMS

Set ship resources to your battle systems: weapons and shields to withstand enemy attacks. After fighting, immediately go to Engineering to repair as much damage as possible.

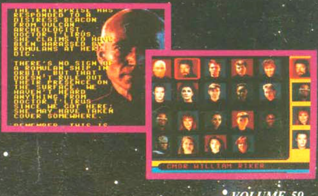

RESOURCES
SHIELDS
WEAPONS
ENGINES
LIFE SUPPORT
SENSORS
NAVIGATION
HULL
TRANSPORTER
COMPUTER
COMMUNICATIONS


RESOURCES
SHIELDS
FORWARD
STARBOARD
PORT
AFT
STARBOARD
PORT


RESOURCES
SHIELDS
WEAPONS
ENGINES
LIFE SUPPORT
SENSORS
NAVIGATION
HULL
TRANSPORTER
COMPUTER
COMMUNICATIONS

TRANSPORTER ROOM

Choose Away Teams then beam them down to their mission sites. Selection of team members can be critical. Geordi and Data are particularly versatile. You don't need to fill all four slots.


THE ENTERPRISE HAS RESPONDED TO A DISTRESS BEACON FROM VULCAN ARCHEOLOGIST, DOCTOR T'LIRUS. SHE CLAIMS TO HAVE BEEN HARASSED BY ROMULANS AT HER DIG.

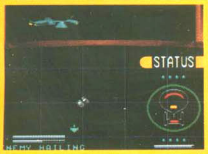
THERE'S NO SIGN OF A ROMULAN SHIP IN ORBIT, BUT THAT DOESN'T RULE OUT THEIR PRESENCE ON THE SURFACE. WE HAVEN'T HEARD ANYTHING FROM DOCTOR T'LIRUS SINCE WE GOT HERE. SHE MAY HAVE TAKEN COVER SOMEWHERE.

REMEMBER, THIS IS

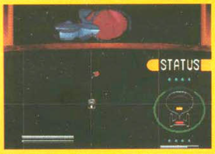
CMDR WILLIAM RIKER

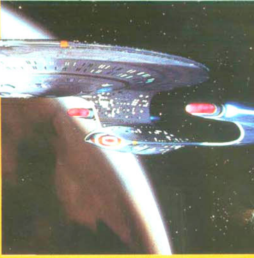
RAISE SHIELDS

The constant space battles are annoying, and if you hail the enemy, you will probably surrender automatically. Your chances of going free increase if you have been merciful to past enemies. It's best to fight until the enemy hails you, then answer the signal.



ENEMY HAILING



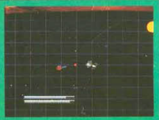


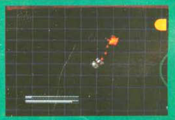
REGULATIONS

Star Fleet regulations prohibit the use of excessive force in battle. That means that if enemies want to surrender, you'd better let them do it. Don't ever ignore an enemy's hail.

TACTICAL TIPS

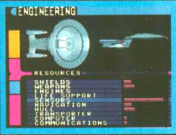
Keep your strongest shields toward the enemy. Phasers only work in the closest two grids, so stay close. Some captains prefer sitting still and spinning. Attack with replenished torpedo tubes and Phaser banks.

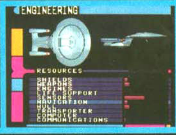




REPAIR THE ENTERPRISE

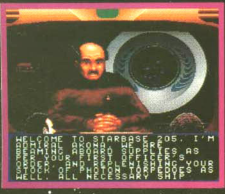
Immediately after a battle, go to Engineering and use the computer to repair the Enterprise completely. Don't answer the hail until you're healed! It is quite likely that another enemy is waiting.


ENGINEERING
RESOURCES
SHIELDS
WEAPONS
ENGINES
LIFE SUPPORT
SENSORS
NAVIGATION
HULL
TRANSPORTER
COMPUTER
COMMUNICATIONS

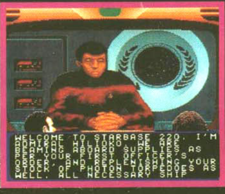

ENGINEERING
RESOURCES
SHIELDS
WEAPONS
ENGINES
LIFE SUPPORT
SENSORS
NAVIGATION
HULL
TRANSPORTER
COMPUTER
COMMUNICATIONS

VISIT THREE STAR BASES

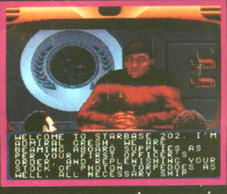
There are three Star Bases in the game: Signis Epsilon IB, Woki Beta VIIIA, and Codis Zeta VA. You can get passwords at any base, and the Enterprise will be repaired and restocked with a new load of 275 Photon torpedoes. Always go to a Star Base after completing a mission so you don't have to repeat a stage.



WELCOME TO STARBASE 205. I'M ADMIRAL AKONA. WE ARE BEAMING ABOARD SUPPLIES AS PER YOUR FIRST OFFICER'S ORDER, AND REPLENISHING YOUR STOCK OF PHOTON TORPEDOES AS WELL. ALL NECESSARY SHIP



WELCOME TO STARBASE 220. I'M ADMIRAL HILIOKO. WE ARE BEAMING ABOARD SUPPLIES AS PER YOUR FIRST OFFICER'S ORDER, AND REPLENISHING YOUR STOCK OF PHOTON TORPEDOES AS WELL. ALL NECESSARY SHIP



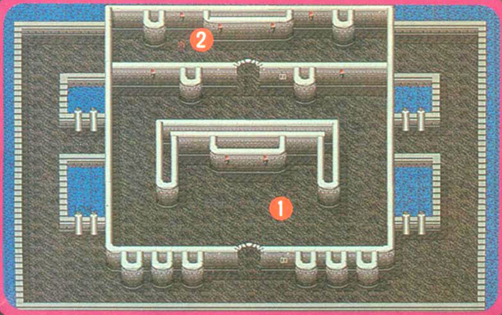
WELCOME TO STARBASE 202. I'M ADMIRAL GRESH. WE ARE BEAMING ABOARD SUPPLIES AS PER YOUR FIRST OFFICER'S ORDER, AND REPLENISHING YOUR STOCK OF PHOTON TORPEDOES AS WELL. ALL NECESSARY SHIP

MISSION 1:

CODIS MU VI

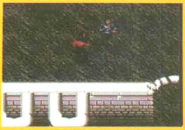
Your journey begins when a distress signal from Vulcan archaeologist Dr. T'Lirus is received from her dig on Codis Mu VI. Romulans have attacked the ancient site and are threatening her work. You must frighten off the Romulans and protect the important research going on down on the planet.

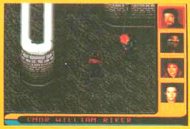
CODIS MU SYSTEM



① ROMULANS

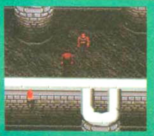
Romulans at the dig attack with phasers. Send Geordi or Data to lead the Away Team. Use the Tricorder to enter at the gate switch.

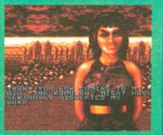


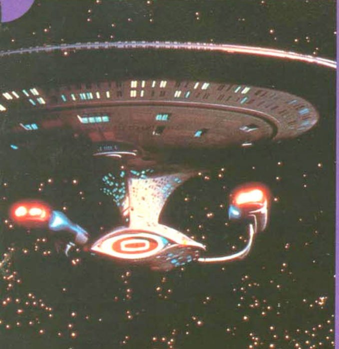


② DR. T'LIRUS IS UNDER ATTACK

Stun the attacking Romulans and look for the archaeologist in the rear of the ruins. Once you find her, she can return to her vital work.

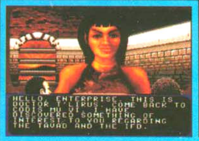


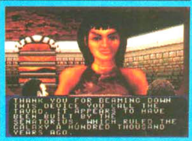

THANK YOU FOR COMING TO MY AID. THE ROMULANS MIGHT HAVE SERIOUSLY DISRUPTED MY WORK.



CODIS MU REDUX

Later in the game you'll have to return to Codis Mu with an ancient device called the Tavad. Dr. T'Lirus will have information about the mysterious IFD.


HELLO, ENTERPRISE. THIS IS DOCTOR T'LIRUS. COME BACK TO CODIS MU VI. I HAVE DISCOVERED SOMETHING OF INTEREST TO YOU REGARDING THE TAVAD AND THE IFD.

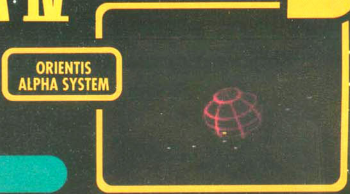

THANK YOU FOR BEAMING DOWN THIS DEVICE YOU CALL THE TAVAD. IT APPEARS TO HAVE BEEN BUILT BY THE SENATORIUS, WHICH RULED THE GALAXY A HUNDRED THOUSAND YEARS AGO.

Once you have the Tavad from Mission 2, you'll need to return to the Codis Mu system and give it to Dr. T'Lirus.

MISSION 2:

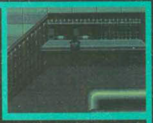
ORIENTIS ALPHA IV

This mission begins as a race to save a plague-infested planet but ends up in an ancient derelict spacecraft where an army of robots protects a secret that has been kept for 100,000 years. Your Away Team must restart the ship and wake the alien crew.

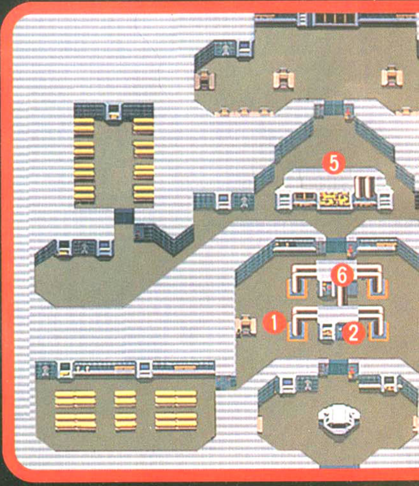


① GEORDI'S VISOR

The alien vessel has no power when you first arrive. In the darkness, Geordi has the advantage of being able to see with his special visor. Without Geordi, you'll be blind.

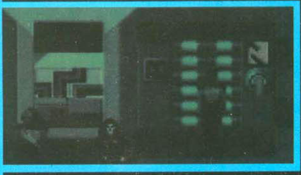


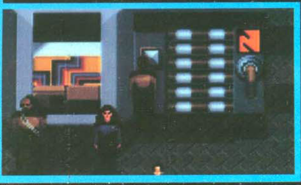
Choosing Away Teams carefully is critical. Some crew members like Geordi have special skills.



② CIRCUIT BREAK

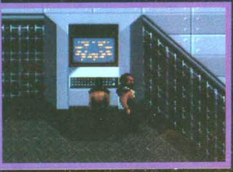
Look for two circuit breakers in the cupboards near the rear of the room. The breakers will fit in the two holes on the power switch wall.

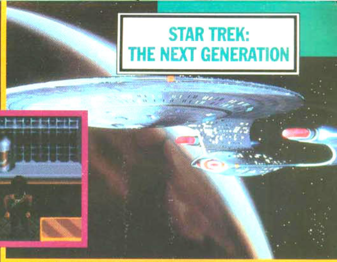




③ SWITCH THE ROBOTS OFF

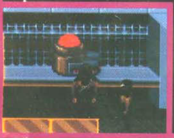
In the fore and aft areas, you'll be attacked by robots that materialize out of wall panels. Turn off the security at nearby consoles to deactivate the panels. There's also a central computer that controls all robot panels, if you can find it.

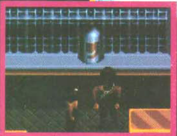


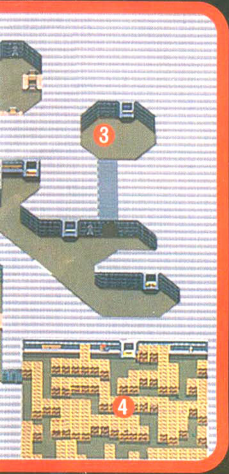


4 THE HOLD

On the right side of the ship you'll find the cargo hold. Wind your way through the stacks of crates until you reach the rear wall. There you'll find several tanks, a machine and computer components. Use the machine near the door to the alien's cocoon chamber.

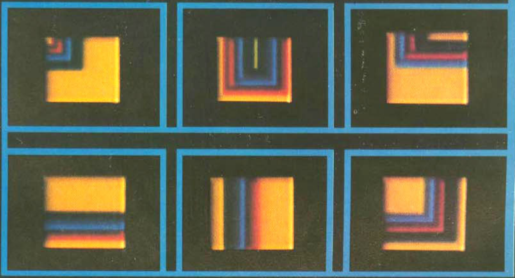






5 FIX THE COMPUTER

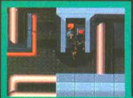
Several circuit boards in the central computer have been damaged. Replacement boards can be found scattered throughout the ship. Collect the pieces and fit them into the panel to complete the circuit.

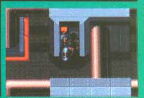


The six circuit board pieces shown will replace the damaged components of the central computer. They are scattered throughout the ship. Turn off central security, then track down the parts.

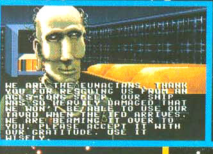
6 SYSTEMS BACK ON LINE

Connect the energy tanks where the symbols match the wall symbol, then push the red ignition button and the ship's computer and engines will come back on line.

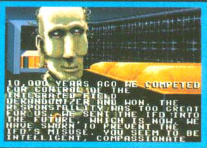




THE EUNACIANS AWAKE AND SPEAK



WE ARE THE EUNACIANS. THANK YOU FOR RESCUING US FROM AN AGES-LONG SLEEP. OUR SHIP WAS SO HEAVILY DAMAGED THAT WE WON'T BE ABLE TO USE OUR TAVAD WHEN THE IFD ARRIVES. WE ARE BEAMING IT OVER TO YOU. PLEASE ACCEPT IT WITH OUR GRATITUDE. USE IT WISELY.



10,000 YEARS AGO WE COMPETED FOR CONTROL OF THE INTEGRATED FIELD DERANDOMIZER AND WON. THE RESPONSIBILITY WAS TOO GREAT FOR US. WE SENT THE IFD INTO THE FUTURE, WHICH IS NOW. WE HAVE SWORN TO PREVENT THE IFD'S MISUSE. YOU SEEM TO BE INTELLIGENT, COMPASSIONATE

Restoring the ship's systems also wakes up the alien crew—the Eunacians—who tell a strange tale about the Integrated Field Derandomizer and how they sent this potentially omnipotent machine into the future.

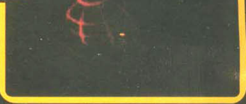
The grateful Eunacians present the Enterprise with their Tavad, a device which will become useful to you later in the game.

MISSION 3:

ORIENTIS GAMMA III

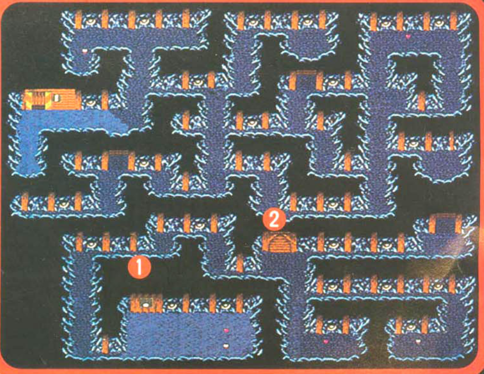
Now Star Fleet command will apprise you of a dire situation on Orientis Gamma IIIB, a mining moon where ten miners are trapped below the surface. Use Data, because he doesn't need air.

ORIENTIS SYSTEM



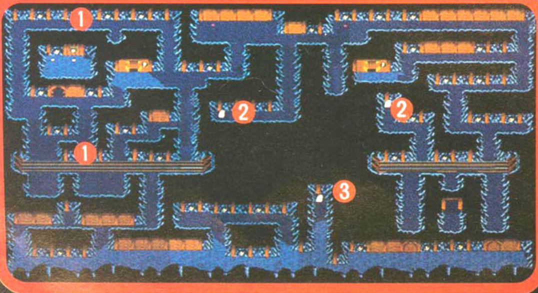
① OXYGEN

Be sure to activate the oxygen supply on each level of the mine before freeing the miners. Data is the man of the hour.



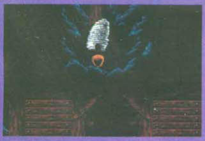
② A BLAST OF PHASER POWER

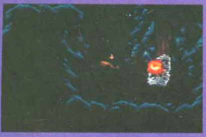
Certain areas of the mines have been blocked by wooden walls while other areas are separated by stone. Use the hand phaser to blast a hole through the obstruction so you can search the areas beyond. Keep track of your progress on the maps of the mines or you may end up lost in the maze.

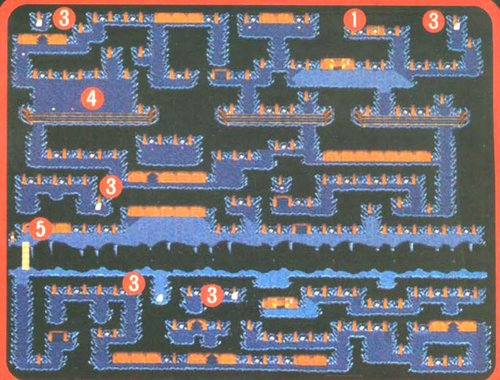


③ DON'T SHOOT THE COCOONS

The aliens have wound their silk cocoons around the hapless miners. Use your hand phaser to burn through the cocoons and free the miners. Make sure the air is turned on.

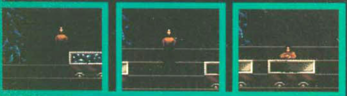






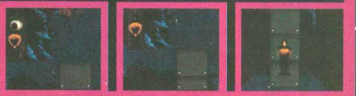
④ TRACK TREK

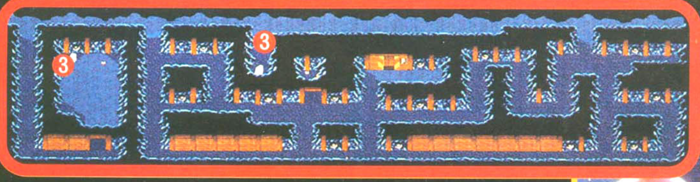
Dodge between the mine cars as they roll along the tracks and work your way to the right so you can duck down the tunnel on the far side.



⑤ SKY BRIDGE

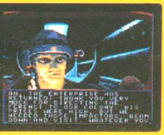
Take the elevator to the third level, then look for the switch near the bridge to extend the passage to the final area of the mine.





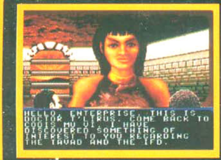
YOU SHALL RETURN

Your quest will bring you back to the mine for the rare Pellentium and Ravarium ores. The grateful miners will give you nuggets.

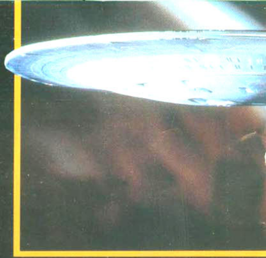


AH, THE ENTERPRISE HAS RETURNED! THANK YOU VERY MUCH FOR DIRECTING THE FERENGI TO OUR COLONY. HIS PRICES WERE HIGH, BUT WE NEEDED THOSE IMPACTORS. BEAM DOWN AND VISIT. WHATEVER YOU

THE TREK

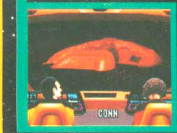

HELLO, ENTERPRISE. THIS IS DOCTOR T'LIRUS. COME BACK TO CODIS MU VI. I HAVE DISCOVERED SOMETHING OF INTEREST TO YOU REGARDING THE TAVAD AND THE IFD.

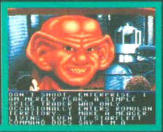
Dr. T'Lirus will contact you and ask you to return to Codis Mu VI. She has uncovered information about the Tavad you received from the derelict ship and how it is connected to the IFD. The trail of clues leads you to a sleazy bar, a Federation ship in distress and beyond.



PLAK ATTACK?

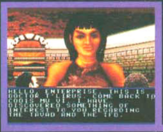
You'll encounter a Ferengi trader with questionable relations with the Romulans, but he leads you to a more powerful Ferengi Daimon.

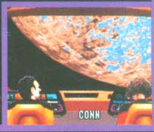



DON'T SHOOT, ENTERPRISE. I AM MERELY PLAK, A SIMPLE SPICE TRADER WHO ONLY OCCASIONALLY ENTERS ROMULAN TERRITORY. I MAKE A MEAGER LIVING, EVEN IF STARFLEET COMMAND DOES SAY I'M A

DR. T'LIRUS

Dr. T'Lirus' excavations have uncovered important facts concerning the IFD.


HELLO, ENTERPRISE. THIS IS DOCTOR T'LIRUS. COME BACK T CODIS MU VI. I HAVE DISCOVERED SOMETHING OF INTEREST TO YOU REGARDING THE TAVAD AND THE IFD.

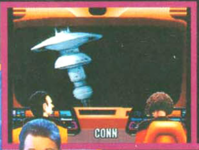


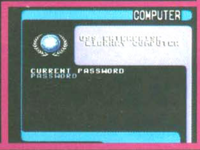
CODIS ZETA

At this Star Base you'll learn that Daimon Radny has arrived ahead of you. Your dealings with Radny and others begin a series of trades that will result in getting the Tavad powered up so you can access the IFD.

PASSWORDS

After finishing each mission, return to one of the three Star Bases and save your game so you don't have to repeat steps.





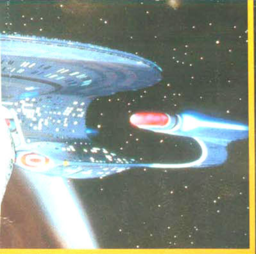
USS ENTERPRISE LIBRARY COMPUTER

CURRENT PASSWORD
PASSWORD

You'll find the current password when you reach a Star Base, then access your computer. Write down your password and double check it.

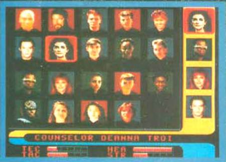
HAPPY HAVEN

Daimon Radny has the key to unscrambling the Romulan communiques, but he'll want something valuable in return. In Fizaal's, however, the clientele is anything but forthcoming. It will take a special effort by a particular member of the crew to draw out the information you need.



TRUST TROI

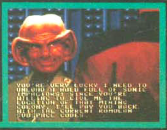
Counselor Troi's Betazoid talents at telepathy will pave the way for a deal between the Enterprise and the Ferengi Daimon. Take Troi to the bar and she'll lead you to Radny.



COUNSELOR DEANNA TROI

RADNY'S PRICE

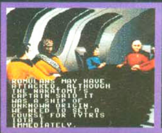
Radny doesn't strike as tough a deal as you might think. All he wants is for someone to buy his sonic impactors. You just have to find a buyer.



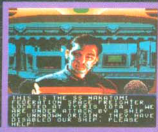
YOU'RE VERY LUCKY. I NEED TO UNLOAD A HOLD FULL OF SONIC IMPACTORS! SINCE YOU'RE WILLING TO GIVE ME THE LOCATION OF THAT MINING COLONY, I'LL PAY YOU BACK WITH THE CURRENT ROMULAN SUBSPACE CODES

STAR FLEET S.O.S.

The Federation freighter Nakatomi has sent out an S.O.S. and the Enterprise must go to the aid of the ship and crew, which has come under attack.



ROMULANS MAY HAVE ATTACKED, ALTHOUGH THE NAKATOMI'S CAPTAIN SAID IT WAS A SHIP OF UNKNOWN ORIGIN. WE NEED TO SET A COURSE FOR TYTRIS IOTA I IMMEDIATELY.

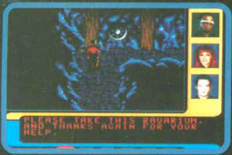


THIS IS THE SS NAKATOMI FEDERATION SPACE FREIGHTER LOCATED AT TYTRIS IOTA I. WE ARE UNDER ATTACK BY A SHIP OF UNKNOWN ORIGIN. THEY HAVE DISABLED OUR SHIP. PLEASE HELP!

Set your course immediately for Tytris Iota I to save the Nakatomi from destruction at the hands of unknown alien forces.

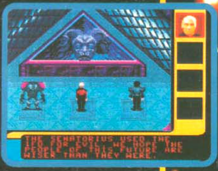
THE IFD

Once the miners have the sonic impactors, they'll give you precious nuggets of ore that will power the Tavad and force the appearance of the Integrated Field Derandomizer—the awesome weapon of the ancient Senatorius. Now the IFD will send you on a new quest, and a test of the metal of human-kind.

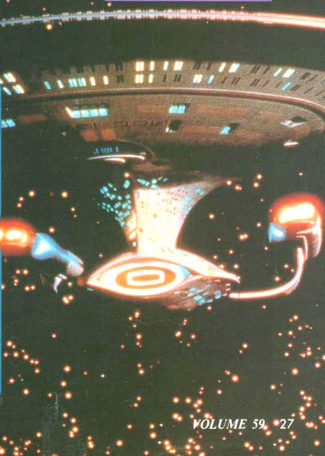


PLEASE TAKE THIS BAVARIUM, AND THANKS AGAIN FOR YOUR HELP.

CMDR WILLIAM RIKER

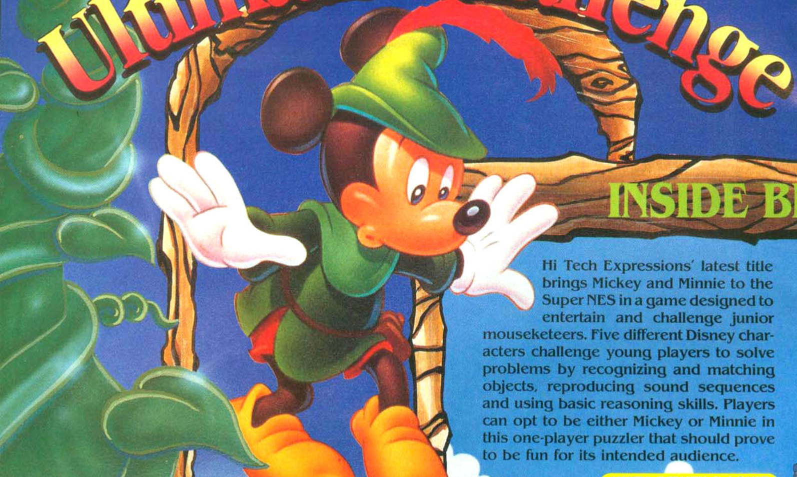


THE SENATORIUS USED THE IFD FOR EVIL. WE HOPE THE PEOPLE OF THIS FUTURE ARE WISER THAN THEY WERE.



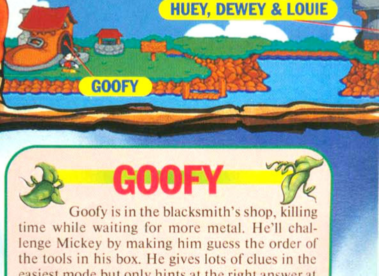
MICKEY'S Ultimate Challenge

© The Walt Disney Company. Produced by Hi Tech Expressions. Developed by Designer Software.



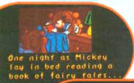
INSIDE BE

Hi Tech Expressions' latest title brings Mickey and Minnie to the Super NES in a game designed to entertain and challenge junior mouseketeers. Five different Disney characters challenge young players to solve problems by recognizing and matching objects, reproducing sound sequences and using basic reasoning skills. Players can opt to be either Mickey or Minnie in this one-player puzzler that should prove to be fun for its intended audience.

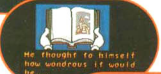


WHAT'S SHAKING?

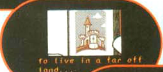
Mickey dreams of traveling to a castle in a far-off land, where the residents are constantly tormented by earthquakes. When the palace guard tells Mickey that they don't know what's causing the quakes, he sets out to get to the bottom—or top—of things. On his quest, he must meet the challenges set forth by the different characters he meets. The difficulty of the challenges and the kinds of clues they give depend on which of the three difficulty settings the player selects before beginning.



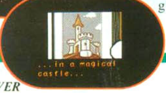
One night as Mickey lay in bed reading a book of fairy tales...



He thought to himself how wondrous it would be...



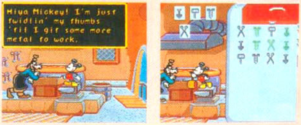
to live in a far off land...



...in a magical castle...

GOOFY

Goofy is in the blacksmith's shop, killing time while waiting for more metal. He'll challenge Mickey by making him guess the order of the tools in his box. He gives lots of clues in the easiest mode but only hints at the right answer at the more difficult settings.

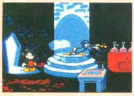


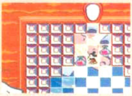
Hiya Mickey! I'm just twidlin' my thumbs 'til I git some more metal to work.

You'll get several chances to choose the right combination and order of tools. In the easy mode, Goofy highlights correct guesses.

DONALD DUCK

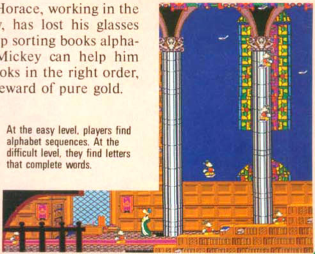
Donald is practicing magic spells. When he accidentally shrinks Mickey, the mini-mouse must push potions through a magic mirror.



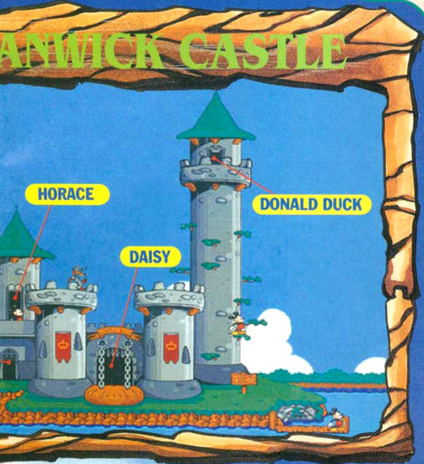


HORACE

Nearsighted Horace, working in the palace library, has lost his glasses and needs help sorting books alphabetically. If Mickey can help him shelve the books in the right order, he'll earn a reward of pure gold.

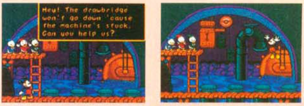


At the easy level, players find alphabet sequences. At the difficult level, they find letters that complete words.



HUEY, DEWEY & LOUIE

The nephews can't open the drawbridge. Mickey helps by following the pattern of the pumps, jumping on them in the order that they light up.

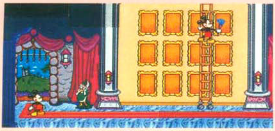


Hey! The drawbridge won't go down 'cause the machine's stuck. Can you help us?

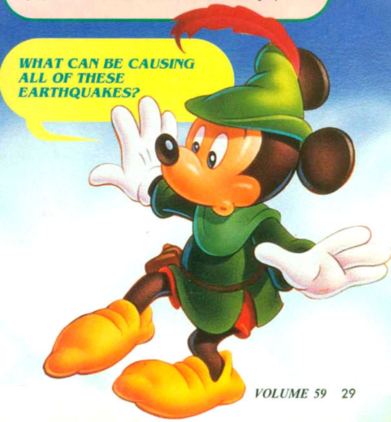
Mickey must watch and listen as the pumps sound and light up, then he jumps on them in the same order to make the drawbridge open.

DAISY

Daisy can't climb the ladder wearing the shoes she has on, so she needs help dusting off the portraits in the Beanwick art gallery. It's like a game of concentration: Mickey has to dust off matching sets of portraits of his Disney pals before the candle burns out.



There are few portraits in the gallery on the easy level, but the walls are packed on the difficult level. Mickey will be hard pressed to dust them all.

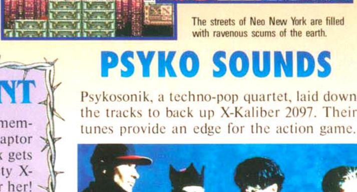

WHAT CAN BE CAUSING ALL OF THESE EARTHQUAKES?

X-KALIBER 2097

A TARNISHED FUTURE

© 1994 Activision
© 1994 Toshiba EMI

It's a sad situation when you don't dare venture outside of your home in the daytime. But that's exactly what Neo New York citizens face in the year 2097. An intimidating rogue named Raptor and his menacing mutating Morphs have corrupted the city and taken over Neo New York. Many other key locations throughout the country have fallen to his minions as well. Activision's newest Super NES game will bring out the hero in you as you fight to regain control of Neo New York and ultimately uncover the dastardly plot of world domination.



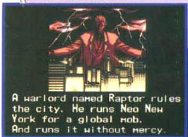
The streets of Neo New York are filled with ravenous scums of the earth.

PSYKO SOUNDS

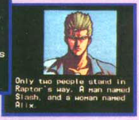
Psykosonik, a techno-pop quartet, laid down the tracks to back up X-Kaliber 2097. Their tunes provide an edge for the action game.

RAPTOR RUNS RAMPANT

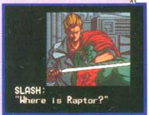
Special Forces members Slash and Alix are the only two members of an elite Neo New York crime-fighting force that Raptor doesn't have in his pocket. Alix gets kidnapped and Slash, with trusty X-Kaliber at his side, must go after her!



A warlord named Raptor rules the city. He runs Neo New York for a global mob. And runs it without mercy.



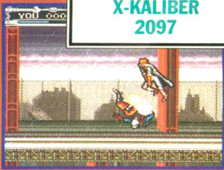
Only two people stand in Raptor's way. A man named Slash, and a woman named Alix.



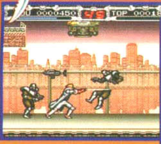
SLASH:
"Where is Raptor?"

SWORD PLAY

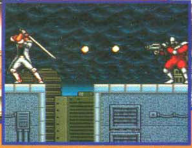
X-Kaliber is the most powerful sword in the world. Slash has it. Raptor wants it . . . at all costs! That's why Raptor had Alix kidnapped. He knew that Slash would come after her. Raptor knows Slash all too well—they're brothers!



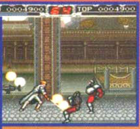
A jumping, overhead slash takes out flying enemies in the blink of an eye. An excellent technique!



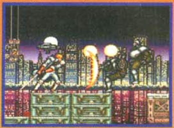
X-Kaliber can slash through the wimpy Morphs with one blow!



Slash can also use X-Kaliber as a shield to protect himself from enemy fire.



More powerful blows from X-Kaliber will render stronger Morphs useless, as well!



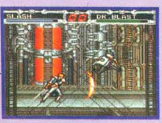
This is the mightiest blow of them all, the Inter-dimensional Energy Bolt!

2-PLAYER DUEL

X-Kaliber 2097's 2-player mode is a pretty cool option and really adds some value to the game! It's an action game . . . with a twist. A street fighting contest, featuring Slash and six other bosses, makes up the 2-player game. This option could almost be a game on its own!

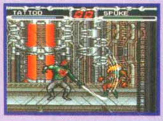
SLASH

The hero of the game has three different attacks with X-Kaliber and can defend himself extremely well.



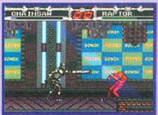
TATTOO

This Blanka-type beast is slow of foot but carries a powerful, long sword. He has a long-range attack, too!



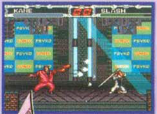
CHAINSAW

He only fires his gun until his rival beats the skin off of him, then he can really do some major damage.



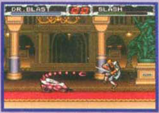
KANE

Attacks with his cane and his top hat are Kane's favorite moves. He's quite quick, considering his girth.



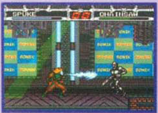
DR. BLAST

The mad doctor is kind of wimpy until he takes damage and mutates into a flying, stinging, giant insect.



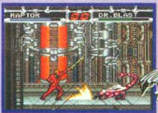
SPUKE

With his tremendous jumping abilities, Spuke can somersault right at his opponent and cause major pain.



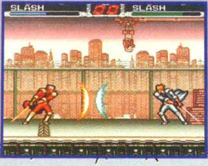
RAPTOR

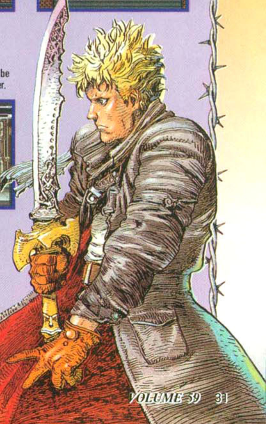
Raptor isn't quite as powerful as Slash and X-Kaliber, but he may be a bit quicker than his twin brother.



MIRROR FIGHT

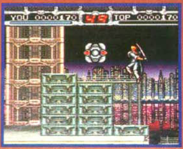
The 2-player game option also allows each competitor to choose the same fighter. Of course, each fighter wears a different color so you can tell them apart. Who will be the champion?



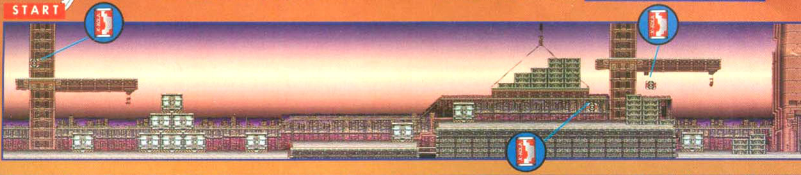


STAGE 1

The first section of Stage 1 is short and extremely easy, but the second section is more difficult. There you'll happen across groups of gun turrets in the hallways. Slash them quickly! Green toxic waste drips from the ceilings in some places. These are two things that you should definitely try to avoid!

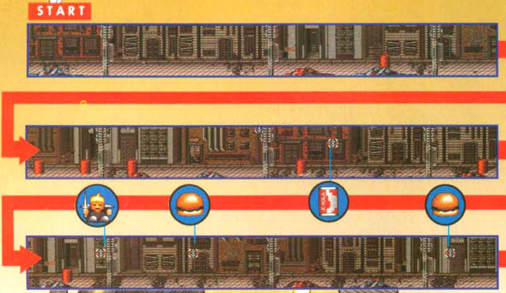


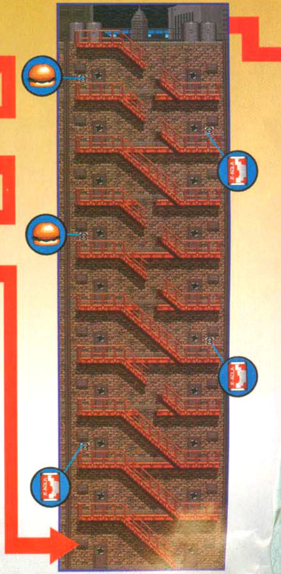
Break open any and all Energy Storage Devices like this one. Valuable items are always within!

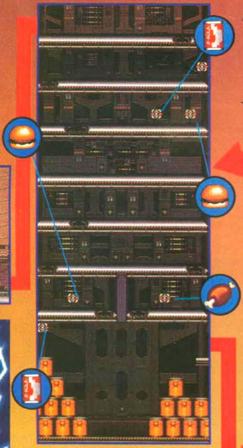


STAGE 2

The first section of Stage 2 is almost laughably easy. The challenge factor is really lacking here. The second section, while more interesting because of the staircases, is almost as easy. There are quite a few Energy Storage Devices along the way up the stairs, but it's only necessary to go after them if you need to recover lost energy. You should be able to make it to the top of the building in seconds. Just take turns slashing on the mini bosses located at the top of the building. They're easy, too!

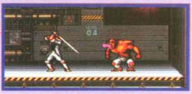




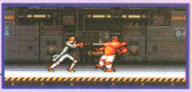


ACID DROOL

Jump over and attack the Morph that you meet in the hallway when it charges at you. The battle should end quickly.



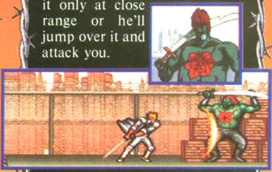
The Morph hurls up some gross goo and spews it right at you. Put up a block.



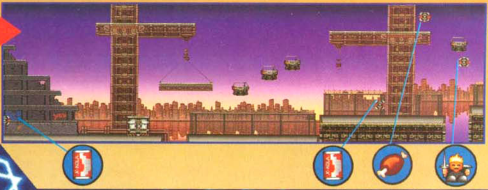
Several lunging jabs with X-Kaliber should teach this android some manners.

GET A TATTOO

Back Tattoo up into a corner and let him have it with your strongest attack move. But do it only at close range or he'll jump over it and attack you.

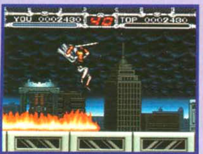


Several well-placed Inter-dimensional Energy Bolts should fry the tattoo off of Tattoo.



FIRE WALK

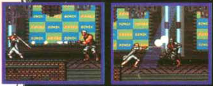
Do not allow this fire to touch you. Two touches and you can consider yourself a goner. Move quickly to the right to avoid a painful burning sensation.



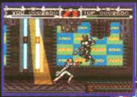
The fire is spreading. Jump out of the way quickly, Slash!

PREVENT CLEAR-CUTTING

After hitting Chainsaw a few times, you'll discover that he's named appropriately. Don't jump. Back him up and constantly slash away.

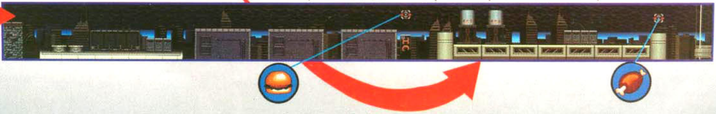


Block the gun shots and swat Chainsaw when it's clear to do so. He'll soon lose his skin.



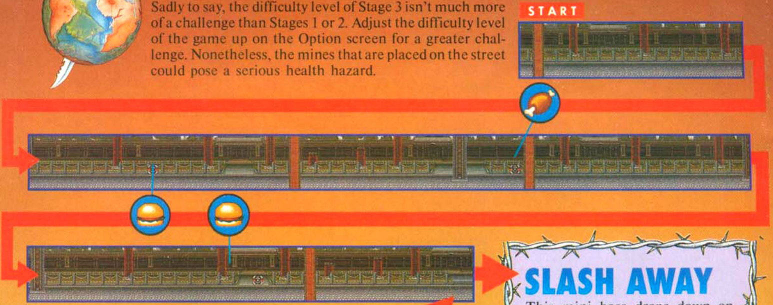
Nail him when he jumps up and over to you.

Above all, do not let your guard down!



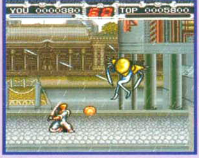
STAGE 3

Sadly to say, the difficulty level of Stage 3 isn't much more of a challenge than Stages 1 or 2. Adjust the difficulty level of the game up on the Option screen for a greater challenge. Nonetheless, the mines that are placed on the street could pose a serious health hazard.



SCISSOR HANDS

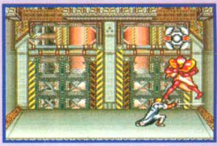
Like a spinning top, this mini boss whirls around and tries to slice Slash into fine pieces. Frappé, I presume, is the setting. Crouch down and swing X-Kaliber steadily to counteract the shots that come from the blue boss. Keep swinging for a hit!



Send the spinning top-like boss reeling with a shot from good ol' X-Kaliber!

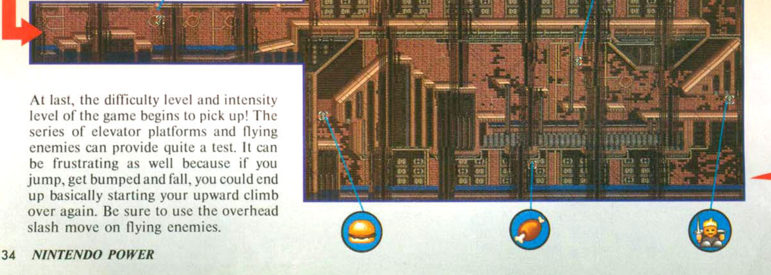
SLASH AWAY

This mini boss drops down on either side of the elevator. Pick a side, crouch down and slash. Guessing wrong could be fatal.

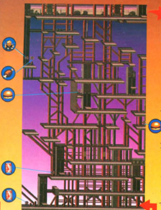


Slash guessed right and nailed the mini boss as he dropped down on the elevator's right side.

STAGE 4

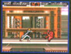


At last, the difficulty level and intensity level of the game begins to pick up! The series of elevator platforms and flying enemies can provide quite a test. It can be frustrating as well because if you jump, get bumped and fall, you could end up basically starting your upward climb over again. Be sure to use the overhead slash move on flying enemies.

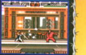


BIG BOY BATTLE

Remember that the fat dude only has two methods of attack. He can toss his top hat at you from fairly long range, or he can flail his cane around in your face. Get him to follow you, then quickly turn and attack.



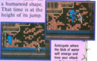
X-Kaliber reaches farther than Kane's cane. It's a fact that you should take advantage of!



Put up a block to parry Kane's multi-cane attack. It won't last too long.

LEAPING LIQUID

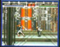
Taking the form of a giant water blob, this Morph appears and spits itself from one side of the room to the other. However, it can only receive damage when it takes on a humanoid shape. That time is at the height of its jump.



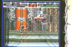
Anticipate where the blob of water will emerge and time your attack so that you make contact at the height of its jump. That's the only opportunity you will have to do any damage to it.

THE MUTATION OF DR. BLAST

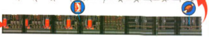
Before Dr. Blast mutates and changes into an insect beast, he runs around the room trying to squirt you with some sort of red liquid. Stay back until he stops and then jump toward him with X-Kaliber slicing. Handling him in mutated form requires a lot of patience.



Don't let Dr. Blast squirt any of the liquid on you. It appears to be toxic material. It burns!



You'll have a challenge when battling the giant insect that Dr. Blast mutates in to. Defend against the tail!

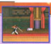


STAGE 5

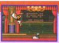
A long corridor confronts Slash in Stage 5. As far as the map layout goes, it's a really predictable stage, but there are some tricky traps of the laser variety to contend with. A double dose of mini bosses will greet you at the end.

DODGE & DESTROY

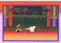
Laser Pods guard against intruders in the long corridors of Stage 5. There is a definite "best method" to use to defeat them. Check out the screen shots.



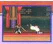
Put up a block when the Laser Pod slams into you.



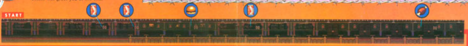
When it lands, prepare to jump because it shoots a long laser blast.



When the laser blast subsides, crouch down and hack away at the Laser Pod.

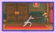


Put up your guard again because it will explode toward you.

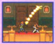


SISTER OF NO MERCY

The first mini-boss in Stage 5 appears and disappears. The key to defeating her is to strike as she appears. You can anticipate her side to side moves.



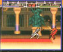
Slash the mini-boss immediately after she appears!



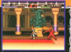
She will either unleash this dragon blast or a blast on the ground.

DARK HALF

Raptor appears at the end of Stage 5. Remember that his attacks are very similar to your own. Move away and quickly turn back to strike.



ZING! Mighty X-Kaliber finds its mark on Raptor with a forward thrust.



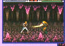
Raptor strikes back, but Slash, knowing how he operates, is onto his every move.

STAGE 6

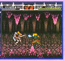
A woefully short game, X-Kaliber 2097 ends up with Stage 6. Here, after discovering that Raptor is not the one in control, Slash will meet up with the real culprit: Krux! Check out the map to find a hidden area in this stage. You can walk through the wall to find a 1-up.

KLOBBER THE KLOWN

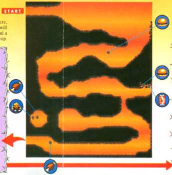
The final mini boss in the game is Spuke. It's probable that the crazed android clown is named Spuke because he spits a form of deadly gas out of his mouth. He moves around a lot and can jump and spin toward you from long distance. After you block an attack, follow it with your own attack.



Slash away at Spuke to get him to charge you, then block his aggressive spinning attack moves.

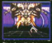


Spuke managed to hit Slash with a dose of his gas. It's certainly not laughing gas!

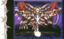


KRUX: THE ESSENCE OF EVIL

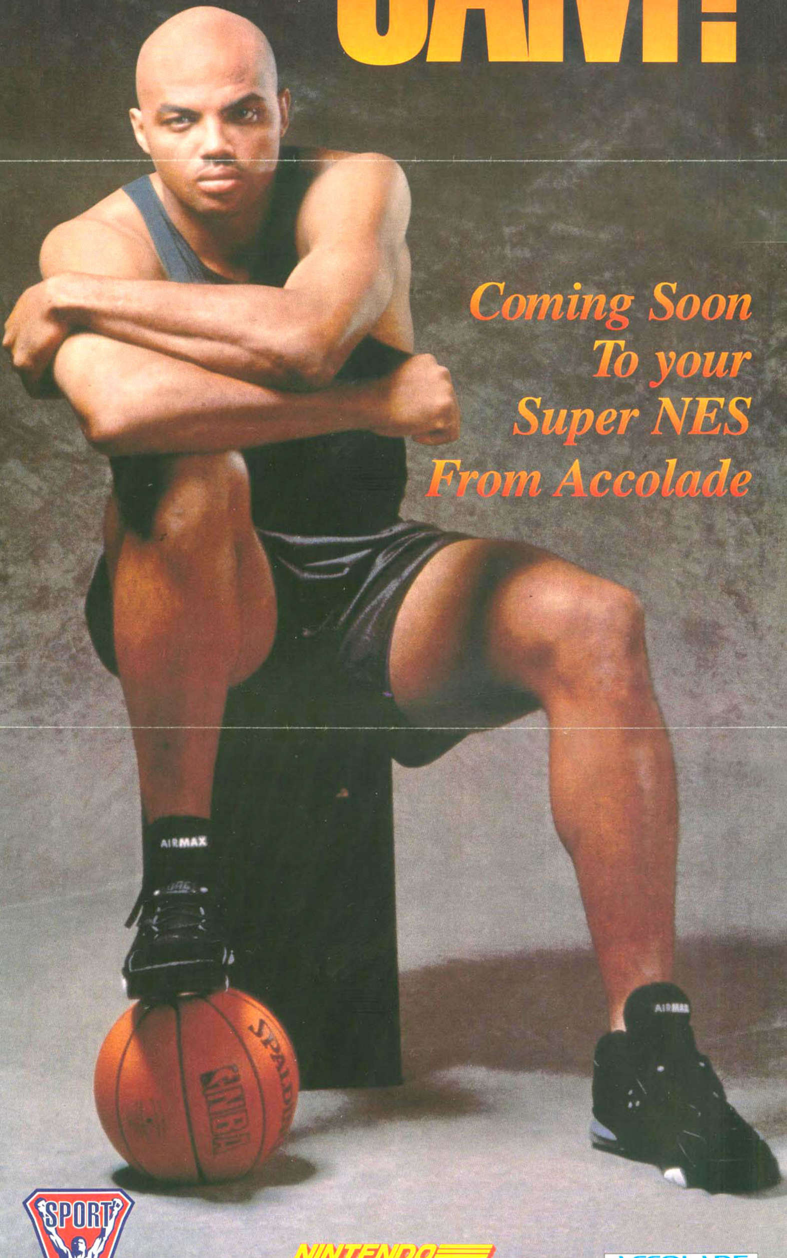
The kingpin of all that is evil. The master of disaster. The one, the only . . . Krux! Positioning will be crucial in this, the final battle.



This is the position that you want to be in! Jump and slash.



Don't let yourself get hammered by Krux's laser blast.

BARKLEY
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Big News!

24 Megs!

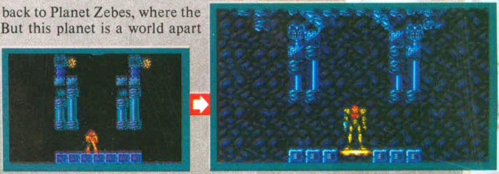
Samus Aran Returns in May 1994 for a Raid on Planet Zebes!

Legendary bounty hunter Samus Aran is back for her third ecounter with the mysterious Metroids in the biggest Super NES adventure yet! The space pirates of Zebes have rebuilt their fortress and it's up to Samus to bring the house down.

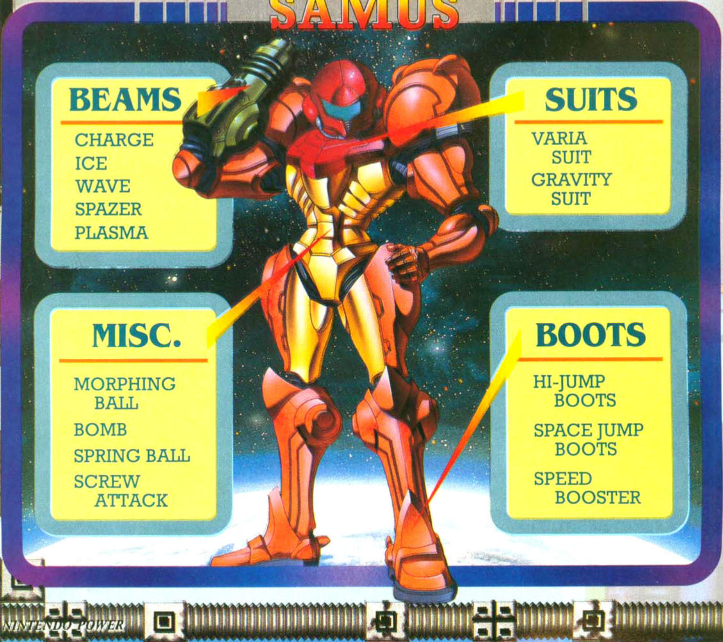
SAMUS ARAN'S

Planetary Improvements

Super Metroid brings Samus Aran back to Planet Zebes, where the NES Metroid mission took place. But this planet is a world apart from the original setting. The graphics are detailed and diverse and, while some of the opening areas will look familiar, this game covers a lot more ground. There are six huge areas along with a ton of new enemies and special items.



SAMUS



BEAMS

- CHARGE
- ICE
- WAVE
- SPAZER
- PLASMA

SUITS

- VARIA SUIT
- GRAVITY SUIT

MISC.

- MORPHING BALL
- BOMB
- SPRING BALL
- SCREW ATTACK

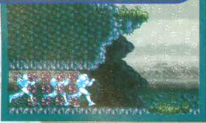
BOOTS

- HI-JUMP BOOTS
- SPACE JUMP BOOTS
- SPEED BOOSTER

SUPER POWERS

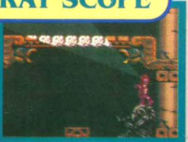
NEW MOVES

SPEED BOOSTER



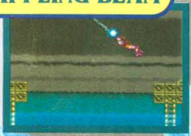
With the Speed Booster, Samus can sprint across flat areas with blurring speed, vaporizing enemies and obstacles along the way.

X-RAY SCOPE



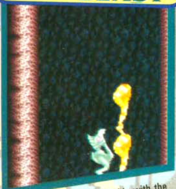
Many Zebesian tunnels cannot be seen by the naked eye. This device reveals hidden passages.

GRAPPLING BEAM



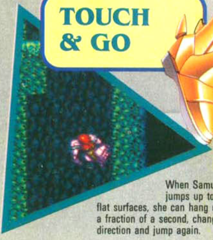
This device fires an electric current which can grab on to special blocks, allowing Samus to swing across open areas and climb to new heights.

SPEED BOOSTER BLAST



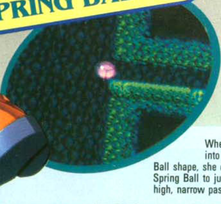
When Samus has hit full stride with the Speed Booster, she can kneel down then rocket skyward.

TOUCH & GO



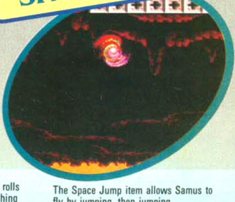
When Samus jumps up to some flat surfaces, she can hang on for a fraction of a second, change her direction and jump again.

SPRING BALL



When Samus rolls into the Morphing Ball shape, she can use the Spring Ball to jump up and into high, narrow passages.

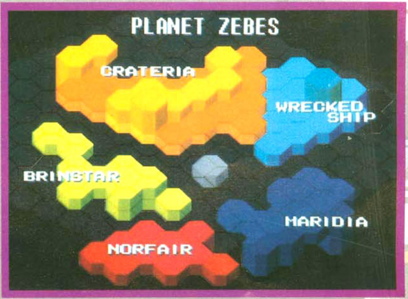
SPACE JUMP

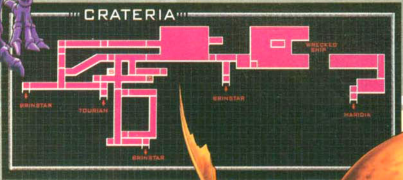


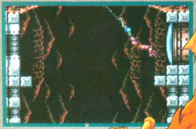
The Space Jump item allows Samus to fly by jumping, then jumping again and again in mid-air.

ZEBES AREA

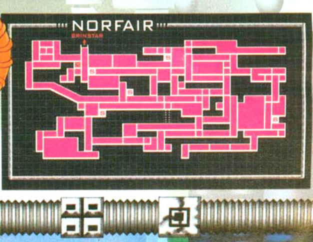
Planet Zebes has six huge sections, each with a different style and population of evil beings. The following pages include early maps of the areas to give you an idea of how big the planet will be. In the final version of the game, the maps may be slightly different from what you see here. As you explore, you'll continue to find hidden passages and new areas.

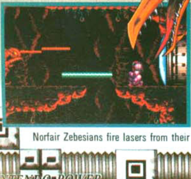

PLANET ZEBES
CRATERIA
WRECKED SHIP
BRINSTAR
MARIDIA
NORFAIR


CRATERIA
WRECKED SHIP
BRINSTAR
TOURIAN
BRINSTAR
MARIDIA
BRINSTAR



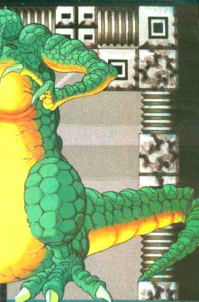
The lava world of Norfair includes many open areas.

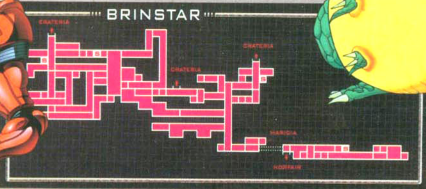

NORFAIR
BRINSTAR

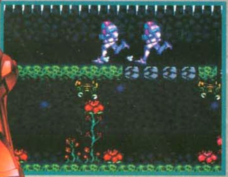


Norfair Zebesians fire lasers from their eyes.

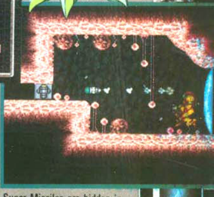
MAPS




BRINSTAR
CRATERIA
CRATERIA
CRATERIA
MARIDIA
NORFAIR

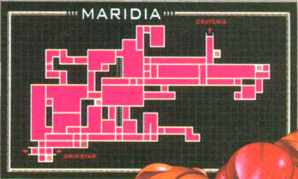


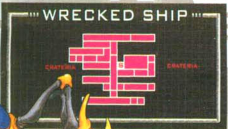
Brinstar is rich with foliage and deadly insects. Some of the plants are deadly, too.

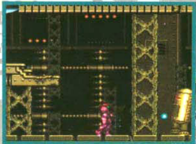


Super Missiles are hidden in the catacombs of Brinstar.

The water world of Maridia is full of sea creatures.


MARIDIA
CRATERIA
BRINSTAR


WRECKED SHIP
CRATERIA
CRATERIA



The wrecked ship is an ancient rocket run aground.

Watch for more bug blasting action in next issue's Super Metroid review!

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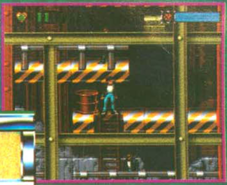
Time Trax™

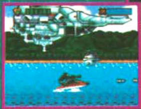
You may be familiar with the Time Trax television series. Now you can take a look at the game, courtesy of Malibu Games. This is possibly the finest game that Malibu Games has released. Overall, it's a well-executed action game with great play control.



The graphics in Time Trax are quite good, making good use of foreground and background elements.

YOUR OWN FUTURE?

Time Trax consists of eight levels. All are side-scrolling. With the exception of Level 4 and Level 6 where you ride a motorcycle and a jet ski, respectively, it's all platform action. One aspect that we're happy to point out is that Time Trax is not an easy game. Yes, it's a fairly intuitive game and is easy to control, but the difficulty level, even when set on Easy, is elevated when compared to other platform action games. Even though the stages are not extremely long, there are enough distractions along the way to hold your interest.

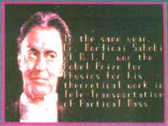


The action is broken up nicely with stages that include jet skiing.

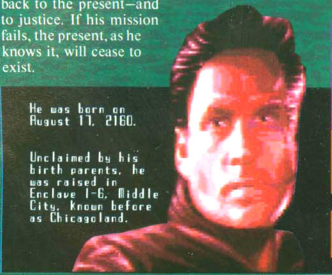
Time Trax makes good use of its license and introduces the story with cool cinema scenes.

FUGITIVE RETRIEVAL

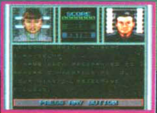
The current year is 2193. Darien Lambert, the main character in Time Trax, is sent back to 1993 to apprehend crooks working for Dr. Mordicai Sahmbi, a brilliant scientist turned criminal. Using his martial arts skills, PPT weapon and a mind-control technique called Time Stalling, Lambert must transport the criminals back to the present—and to justice. If his mission fails, the present, as he knows it, will cease to exist.


In the same year, Dr. Mordicai Sahmbi of M.I.T. won the Nobel Prize for Physics for his theoretical work in Tele-Transportation of Partical Mass.

Dr. Sahmbi developed the process which allows time travel to occur.

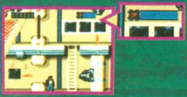

He was born on August 17, 2160.

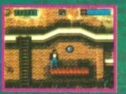
Unclaimed by his birth parents, he was raised in Enclave 1-6, Middle City, known before as Chicagoland.



SELMA, a computer-generated holographic helper, gives Lambert help throughout his mission. He must trust her.

Lambert's present, and his future, depend upon what he can accomplish in the past.



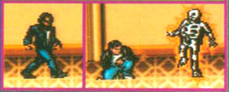


Uncover and collect the letters that spell SELMA to increase Lambert's energy. Sometimes they are out in the open—sometimes they are hidden. Having the maximum amount of energy in reserve will be crucial, especially in the last levels of Time Trax.

VILLAINS IN TIME

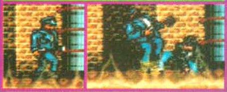
Unfortunately, Lambert will run into several different types of enemies throughout each of the eight levels in the game. Try to defeat all of them with hand-to-hand combat. You'll be rewarded with a Gold Token if you defeat them in this manner. Defeating enemies with your PPT weapon is a nice alternative, but that method doesn't always work.

DENIM THUGS



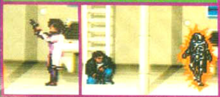
Thugs wearing denim jackets should be dealt with at close range. Crouch down and kick them when you draw near. A couple of kicks should be enough.

SECURITY GUARDS



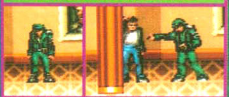
Security Guards can't be taken out with your PPT weapon. What you should do is stun them with the PPT and then move in for the hand-to-hand combat.

LAB TECHS



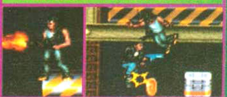
The Lab Techs carry lasers. You may have to duck to avoid taking shots from these white-jacketed minions. You can take them out with a few PPT shots.

MAD BOMBERS



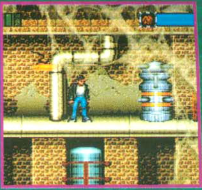
These demolition dudes should be stunned first with the PPT and then manhandled by Lambert. Just watch out for the bombs that they place. KA-BOOM!

FLAME THROWERS

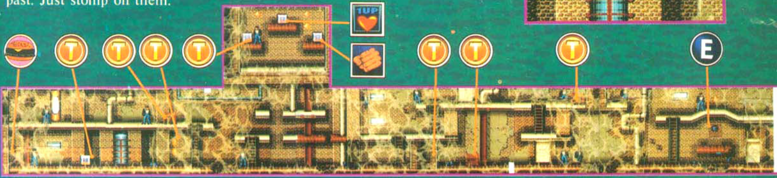


Wait for a break in the flames before stunning these firebugs with your PPT. Move in and put an end to their destructive ways after they're frozen.

LOCATION 1: SECRET PASSAGE



This stage consists of an upper and lower level. The path to the exit isn't difficult to determine, but there are a few tricky spots. Watch for cracks in the floor and ceiling. Lambert can jump through these areas to find secret caches of Power-Ups and other items. The spiders in the foreground webs will jump at you when you run past. Just stomp on them.

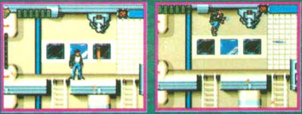


COLLECTIBLE ITEMS

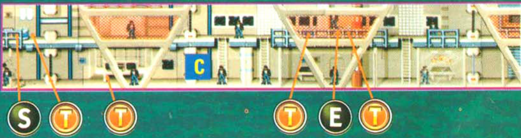
- T GOLD TOKEN
- FOOD
- MEGA CRUSH
- 1-UP
- E "EXTRA" LETTERS
- COMBAT POWER-UP
- HEART
- S "SELMA" LETTERS
- P PPT POWER-UP

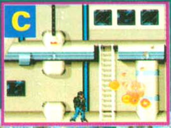
LOCATION 2: THE LABORATORY

Lambert's second attempt at locating the evil Mo Sahmbi leads him to the doctor's laboratory. Numerous armed and dangerous lab technicians will harass you along the way, as will many deadly security lasers. Time Stalling will be a big asset during this stage because some of the lasers fire very quickly.



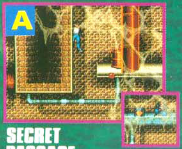
Blast the security laser turrets before they have a chance to blast you. Get them from the side.





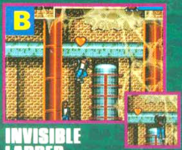
TURRET BE-GONE!

When you jump through this opening, prepare to duck because a security laser will be aimed right at your head! Use Time Stalling to gain an advantage.



SECRET PASSAGE

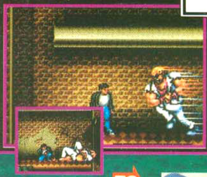
There is a secret passage in this brick section of the wall. Going through it allows Lambert to score a 1-Up. Hard-to-locate areas like this exist in most levels of the game.



INVISIBLE LADDER

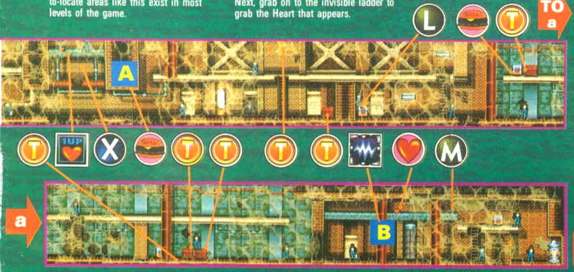
There is a Mega Crush item hidden behind the large vertical girder on the left in this area. Jump up to get it. Next, grab on to the invisible ladder to grab the Heart that appears.

BOSS

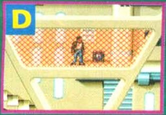


SPRINTING HULK

Slow down this sprinting madman by using your Time Stalling ability, then kick his feet out from under him.

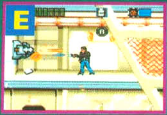


TO UNDERGROUND CHAMBER



PPT POWER-UP

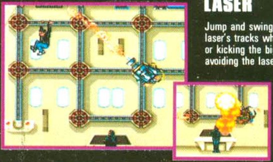
To get rid of the more steadfast laser turrets, you will be better off with this Power-Up for your weapon. If not effective, increase the dosage!



GET THE PASS-KEY

This laser turret shoots really fast, so Time Stall it and blast it to bits! Be sure to pick up the pass-key that sits directly under the turret.

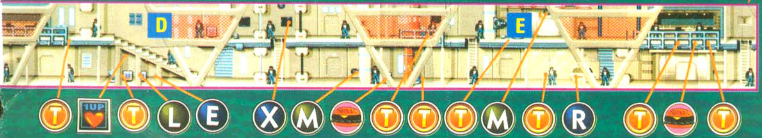
BOSS

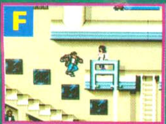


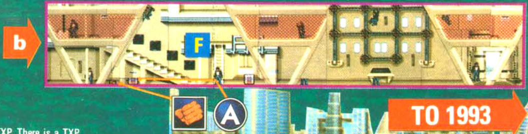
GIANT LASER

Jump and swing from the laser's tracks while shooting or kicking the big gun and avoiding the laser blasts.

TO b





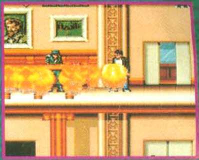


TO 1993

TXP IS NEEDED

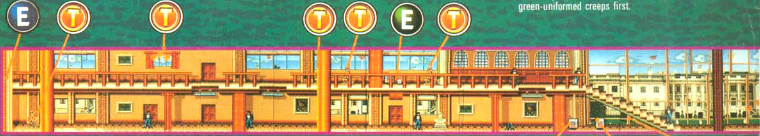
Time-travel is possible with TXP. There is a TXP capsule located right at the feet of this Lab Tech. Take care of business and grab the capsule.

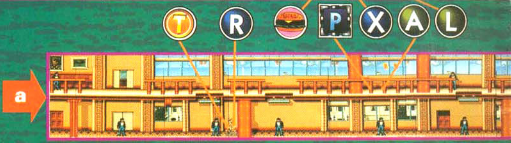
LOCATION 3: THE SMITHSONIAN



If Lambert moves in closer than this when a bomb explodes, he's likely to take a hit. Stun the green-uniformed creeps first.

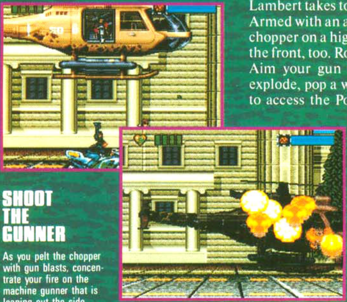
The Smithsonian Institute, one of America's most historically significant structures, is being invaded by bombers. They're planting explosive devices all over one of the buildings. Lambert must make his way through the hallways of the Institute and reach the end. As you approach the bombers, use caution because they will usually be laying bombs when you approach. Once an explosive device is set, there's no way to diffuse it—just stay away until it explodes, then move in.





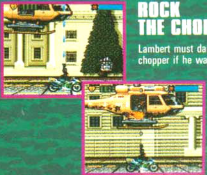
LOCATION 4: CITY STREETS

Lambert takes to the streets of Washington, D.C. riding a super-charged cycle. Armed with an automatic weapon and his fast reflexes, Lambert tangles with a chopper on a high speed run! The danger not only comes from above, but from the front, too. Robotic laser turrets are dropped out in front of Lambert's cycle. Aim your gun toward the front to take these nuisances out. When they explode, pop a wheelie to avoid taking any damage. A wheelie is also the way to access the Power-Up icons for your gun as they float by.



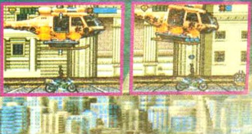
SHOOT THE GUNNER

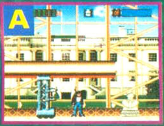
As you pelt the chopper with gun blasts, concentrate your fire on the machine gunner that is leaning out the side door. Your job will be a lot easier if you don't have to deal with his laser shots.

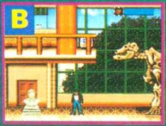


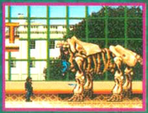
ROCK THE CHOPPER!

Lambert must damage the entire underbelly of the chopper if he wants to see it take a dive and crash to the ground in a fiery mess. Grab the Power-Up icons as they float by because you'll be able to damage the chopper more with more firepower. When a section of the chopper catches on fire, concentrate your shots on another area.







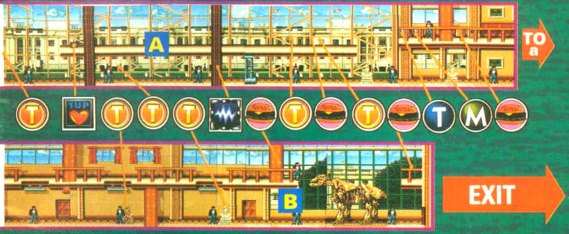


SPIKED CART

With statues and enemies in your way, it's difficult to avoid this spiked cart as it chases you down the hallway. Don't stand around for too long!

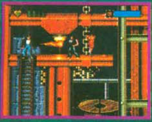
THE DISAPPEARING CONTAINER TRICK

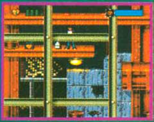
To retrieve the prized contents of this silver container, you first have to make it appear. Move the statue over to the right and then jump up to the left of the container to make it appear. Use the dinosaur skeleton's neck to jump up to the container. You have to move very quickly!



LOCATION 5: BUILDING SITE

A skyscraper under construction is the site of a meeting between Lambert and one of Dr. Mo Sahmbi's top agents of destruction. It is in this location that the difficulty really increases. There are many jumps that require precise footing. The enemies are stronger, too! The goons with the flame throwers are extra tough. Stand back and shoot them with your PPT to stun them before moving in for hand-to-hand combat. Rescue the hostages while you're at it.

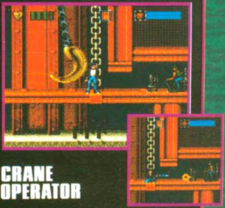




GIRDER MADNESS

To get these items, Lambert must first take out a flame thrower and then stand on the very edge of the lower girder and make the jump to the higher one.

BOSS

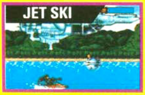


CRANE OPERATOR

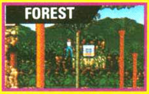
Jump over the giant hook and then kneel down and shoot at the operator's controls. It may appear that you aren't doing any damage at first, but just keep shooting—you'll break through sooner or later!

TRAVEL AHEAD

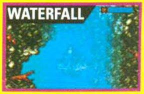
There is more action ahead in Time Trax! The hardest stages await. Lambert will have his hands full.



Similar to Location 4, Lambert takes to the water on a Jet Ski and goes up against a spaceship.



Deadly traps and pitfalls will test Lambert as he makes his way through the jungle-like forest.



Jumping from ledge to ledge and dealing with a myriad of enemies is in the cards for Lambert.

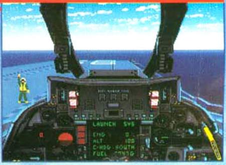
TURN AND BURN

NO-FLY ZONE™

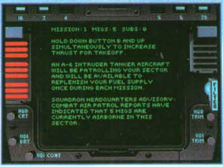
© 1993 Absolute Entertainment, Inc.

PUSH THE ENVELOPE

Turn and Burn: No-Fly Zone, by Absolute, offers players a life-like combat simulator that's a cut above the competition. Every element of the graphics has been painstakingly detailed and researched. Digitized images of the enemy Mig-29s and missiles create a smooth, realistic flight experience. When you engage enemies, the HUD accurately tracks them and locks-on when they are within your missile range. The view out of the cockpit is fast moving, allowing you to rotate your F-14 Tomcat quickly in any direction during a dogfight. The control is accurate and easy to handle with a little practice. The quick response to your commands adds to the entire effect, giving you a realistic flying experience. Early in the game, the missions seem almost too easy because of the superior play control, but with 19 different missions, the combat gets tough soon enough!



You'll need to kick in the afterburners in order to take off of the short carrier flight deck.



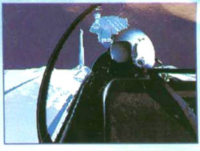
MISSION:1 MIGS:5 SUBS:0

HOLD DOWN BUTTON B AND UP SIMULTANEOUSLY TO INCREASE THRUST FOR TAKEOFF.

AN A-6 INTRUDER TANKER AIRCRAFT WILL BE PATROLLING YOUR SECTOR AND WILL BE AVAILABLE TO REPLENISH YOUR FUEL SUPPLY ONCE DURING EACH MISSION.

SQUADRON HEADQUARTERS ADVISORY: COMBAT AIR PATROL REPORTS HAVE INDICATED THAT 5 MIGS ARE CURRENTLY AIRBORNE IN THIS SECTOR.

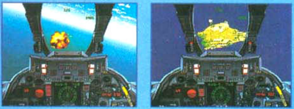
Each mission is unique, so be sure to read your mission orders before you hit the flight deck.

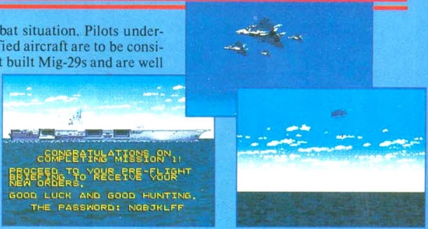


Get a good look at the carrier once you are airborne—it may be a while before you get back!

HOSTILE ENVIRONMENT

The No-Fly Zone is considered a combat situation. Pilots understand that it is a free-fire zone, where all unidentified aircraft are to be considered hostile. All of your enemies are flying Soviet built Mig-29s and are well versed in aerial combat. With nearly 20 different missions and two different difficulty levels, armchair pilots will be racking up the flight hours in no time at all. Write down passwords in case you have to bail out!



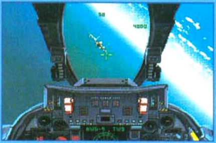


CONGRATULATIONS ON COMPLETING MISSION 1!
PROCEED TO YOUR PRE-FLIGHT BRIEFING TO RECEIVE YOUR NEW ORDERS.
GOOD LUCK AND GOOD HUNTING.
THE PASSWORD: NQBJKLFF

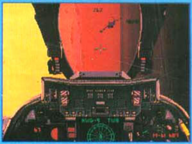
You'll have to complete both air and ground attacks before this war is over. Encountering the enemy is dangerous. Sometimes you win, sometimes you don't!

THE ENEMY NEVER SLEEPS

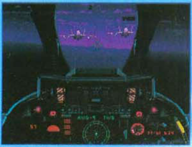
In the high-tech world of computers and radar screens, war is not just a daytime activity. In order to win this war, you will need to successfully pilot your aircraft through many kinds of conditions, at any hour of the day. While you might be able to spot enemy aircraft on a clear sunny day, you will need to rely on your radar screen to help you see them at night. Trust your missiles when you can't get the enemy lined up in your gun sights.



On a clear day it's easy to locate and destroy the enemy from great distances.



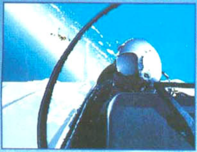
Stay below your enemies in the evening. It's easy to lose them against the water.



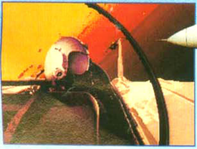
You'll have to stay close to your enemy at night. It's tough to see in the dark!

WATCH YOUR TAIL

When you're flying against multiple enemy fighters, it's very important to keep an eye on your tail. It is very easy for a pilot to become distracted by one enemy, only to be hit from behind by another. To prevent this from happening to you, watch your radar screen carefully. You can also keep an eye on your enemy when he flies past by pressing the L or R Buttons. This will give you a quick view out the back of the cockpit.



If an enemy pilot flies past you, turn and keep an eye on his reaction.



Keep an eye on your enemy when he is on your tail. If he starts to fire, bank quickly!

FLIGHT TRAINING

Before a pilot ever even sees the flight deck, he goes through many hours of training. Unfortunately, you won't have the opportunity to train and will fly directly into battle. To improve your chances in the air, check out these flying tips before you take off. All the basics of military combat are covered, but you'll still need to practice to perfect them. These are multimillion dollar weapons you're flying, so be careful!

OFFENSE

Enemy attacks are limited in the first four stages, so use this time to learn the ins and outs of offensive combat.

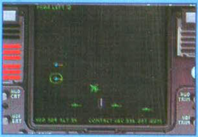
WEAPON SELECTION

Taking off on a sortie, your F-14 is armed with a 20mm cannon and a variety of missiles. Use the X Button to switch between your weapons systems, making sure to use the most appropriate weapon for the job.

All of your weapons have limited usage, so be careful when you fire them. Don't waste ammunition!

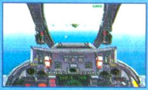
RADAR LOVE

The F-14 Tomcat benefits from the use of several different kinds of radar. You can access the AWACS long range radar by pressing the Select Button while in flight. The AWG-9 short range radar will track the enemy when you close in for the attack.

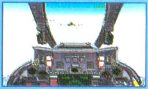


LOCK 'N ROLL

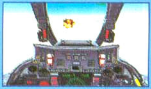
When an enemy flies by you, perform an Immelmann Roll by pulling back on the stick and turning a half-roll. You'll be facing the opposite direction, with the enemy in your sights. This classic move works great!



Take out the first plane and let the second fly past you.



Pull the stick straight back to get your enemy in your sights.



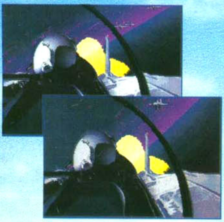
Destroy the plane while you're upside down, then flip back over.

DEFENSE

Beginning with Mission 5, the enemy's attacks get stronger. You'll need to defend against the hostile fire in order to stay airborne!

CHAFF & FLARE

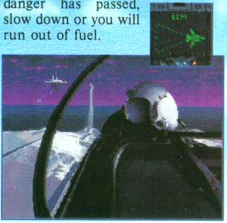
Use chaff and flares to divert missiles that are on your tail. If you spot a missile, press L or R to look over your shoulder, then hit the A Button when the missile gets close.



Watch behind you for the incoming missile, then drop the flares when it closes in.

TIME TO RUN

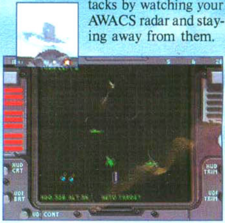
If an enemy missile is on your tail and you are out of chaff, running is your only option. Hold the B Button and press Up on the Controller to kick in the afterburners. When the danger has passed, slow down or you will run out of fuel.



When the missile closes in on you, hit the afterburners and it will fly right past you.

SUB WARFARE

Beginning with Mission 6, the enemies will start deploying submarines equipped with antiaircraft missiles. While you can't destroy these powerful weapons, you can avoid their attacks by watching your AWACS radar and staying away from them.



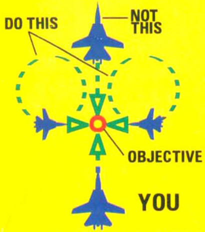
Stay away from the enemy submarines. They will fire on you if you fly too close!

MISSION OBJECTIVES

After you learn how to down the enemy Mig-29s, you will need to destroy other targets as well. Each of these missions will give you an idea how to handle the different targets. As the war progresses the ground targets will begin to fire back at you. You may even be destroyed if you're not careful!

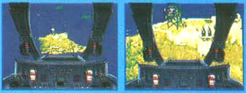
STAY ON TARGET

If you are unable to completely destroy the target on the first pass, quickly circle around and go after it again. Slowing your aircraft down will help you to keep on target.



MISSION 4

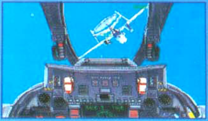
In Mission 4 is the first time you're instructed to attack a ground unit. Select the object on the AWACS radar, then fly over it. When you engage the objective, aim at the enemy gunposts.



Islands don't move, so slow down when you make your strafing run so it will be easier to destroy the target.

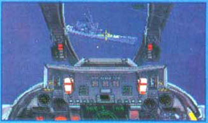
MISSION 5

The enemy radar plane is the first non-combat aircraft you will encounter. Aim for the engines when you are attacking it. When both engines are on fire, the plane will fall out of sight.



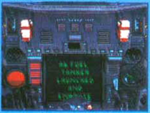
MISSION 12

Attacking a ship is very similar to attacking an island. Aim for the enemy gunposts when you start your strafing run. Your mission will be complete when they are all destroyed.

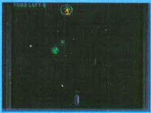


MID-AIR REFUELING

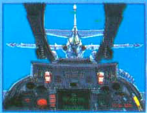
Engaging the enemy Migs will quickly drain your fuel, especially if you use your afterburners. Luckily, the carrier is equipped with an A-6 Fuel Tanker. It will automatically be deployed when you run low on fuel, but you can only refuel once during a mission. Be sure to lower your speed before trying to hook up.



If you run low on fuel, the A-6 Fuel Tanker will be launched.



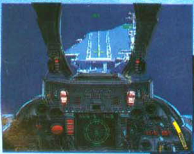
Select the tanker on the radar map, then catch up with it.



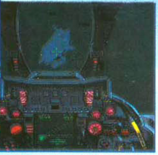
Center the tanker in your crosshairs, then slowly hook up for fuel..

LANDING

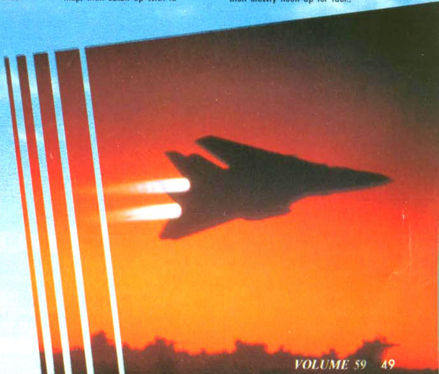
Landing on the carrier is fairly easy once you have learned how to do it. Lower your speed as you approach the carrier, then center the runway on your screen. Don't try to nose your aircraft down or you'll crash into the flight deck.



If you stay centered on the carrier and cut your speed, you should land without any problems.



If you approach wrong, scrap the landing by pulling up and increasing your speed.



JOLLY JOKER
BONUS

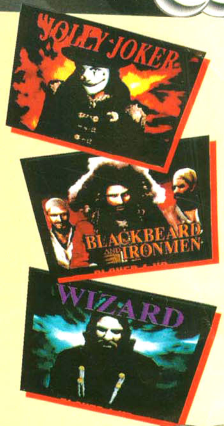
FLIPPER

The crowds have been calling for a Super NES pinball game, and now their cries have been answered, twice! Both Super Pinball and Pinball Dreams bring all the flashing lights and ringing bells of a pinball game into your home with the help

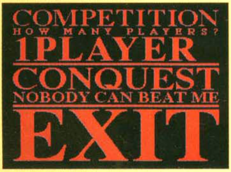
SUPER PINBALL

MULTIPLE CHALLENGES

Up to eight players can test their skills at the same time, or a single player can test his mettle against all three machines in the Conquest Mode. All three games have similar scoring setups, but different difficulty ratings. Choose the game that best fits your skill!

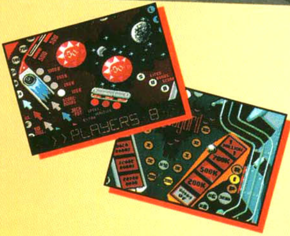


Super Pinball by American Tecnos gives pinball fans three different games to choose from. All of the games are played in a unique perspective view that allows you to see the entire play field at once.



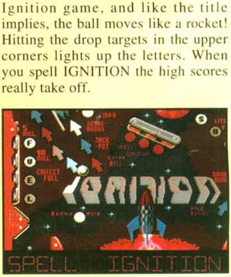
COMPETITION
HOW MANY PLAYERS?
1PLAYER
CONQUEST
NOBODY CAN BEAT ME
EXIT

PINBALL DREAMS



Space travel is the theme behind the Ignition game, and like the title implies, the ball moves like a rocket! Hitting the drop targets in the upper corners lights up the letters. When you spell IGNITION the high scores really take off.

Pinball Dreams, by Gametek gives players four different games to choose from. The games are played from a top viewpoint, so the screen scrolls to keep the ball in view. Players can select from several different options, including a controller setup feature.



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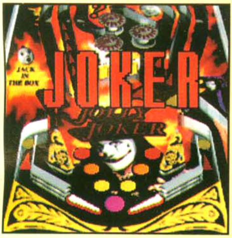
FRENZY

of the Super NES. You can choose from several types of pinball games, all of them easy to play but challenging to master. Each game treats pinball differently, so pick your favorite and start flipping. No quarters necessary!

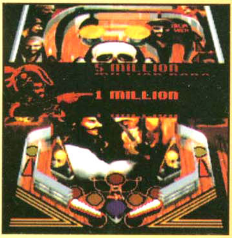
JOLLY JOKER

Jolly Joker is the easiest of the three games. It only takes 60 million points to beat it in the Challenge Game, so aim for the Mystery Ramp to increase your score quickly.


JACK IN THE BOX
JOKER
JOLLY JOKER

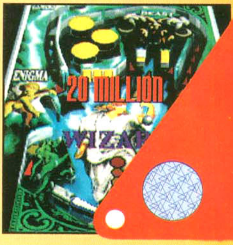
BLACKBEARD AND IRONMEN

Blackbeard and Ironmen is a medium challenge for pinball fans. It will take 120 million points to win the Challenge Game, so try to spell GOLD and shoot for the bonus!


5 MILLION
1 MILLION

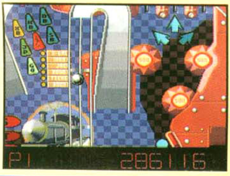
WIZARD

Wizard is a very challenging game: not for the faint at heart! The play field is fairly wide open, so if you hit the ball too hard, it may come back before you can catch it.


ENIGMA
20 MILLION
WIZAR

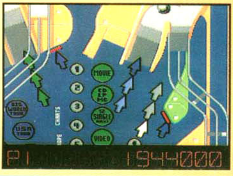
Steel Wheel

The game Steel Wheel plays along a Old West theme and has the music to back it up. Hit the ball into the side slots on either edge to raise your score and gain extra balls. You can raise the bonus by hitting all the arrows at the top, as well.



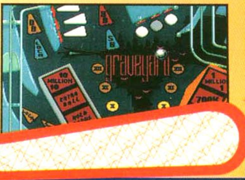
Beat Box

Beat Box has a great musical sound track that changes every time you hit the ball. The music is almost more fun than the scoring in this game. Be careful, the playing field is very short, so the ball may get moving too fast for you to react!


MOVIE
CD EP MC
12 SINGLE
VIDEO
BIG WORLD TOUR
USA TOUR
CHARTS
P1
19440000

Nightmare

Playing Nightmare is just like the name implies, scary! Sharp angles and a wide open playing field can send the ball flying anywhere on the screen, making it the most difficult of the four games to score well on. Good luck, you'll need it!


graveyard
10 MILLION
EXTRA BALL
1 MILLION

CLASSIFIED INFORMATION

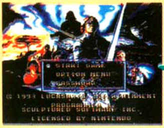
SUPER STAR WARS THE EMPIRE STRIKES BACK

From Agent #772

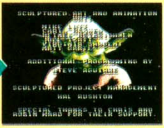
Game Credits

Working your way through all of the levels of Super Empire Strikes Back can be very challenging, especially when you take on Darth Vader himself. Because it's so tough, most players couldn't view the finishing credits. . . . until now! If you quickly enter the following code while you are on the Game Select Screen, all of the credits can be seen, without all of the work. As soon as the screen appears, press A, B, A, B, A, B, A, then B. If you enter the code correctly, the credits will begin to roll.

On the Game Select Screen, press A, B, A, B, A, B, A, then B.


START GAME
OPTION MENU
PASSWORD
© 1993 LUCASARTS ENTERTAINMENT
PROGRAMMED BY SCULPTURED SOFTWARE INC.
LICENSED BY NINTENDO

Quickly enter the code above while you are on the Game Select Screen.

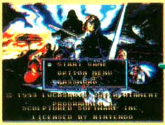

SCULPTURED ART AND ANIMATION
ADDITIONAL PROGRAMMING BY
STEVE AGUIRRE
SCULPTURED PROJECT MANAGEMENT
HAL RUSHTON
SPECIAL THANKS TO CHRIS AND ROBIN HAAB FOR THEIR SUPPORT

If you enter it correctly, the finishing credits will appear.

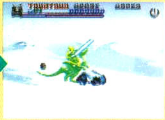
Unlimited Thermal Bombs

This code is perfect for those Jedi Knights that are having trouble mastering their Light Sabers. When the Game Select Screen first appears, quickly press A, X, B, X, X, A, then Y. If you hear Darth Vader say, "Impressive," quickly press the Start Button before the Demo Screen appears. When you begin playing the game, you will be able to use a Thermal Bomb whenever you need it by pressing the X Button. If you make a mistake while entering the code, turn the power off, then on, before trying again.

On the Game Select Screen, press A, X, B, X, X, A, Y, then Start.



Quickly enter the code on the Game Select Screen before the Demo appears.

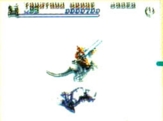


With Unlimited Thermal Bombs you can blow up anything that gets in your way.

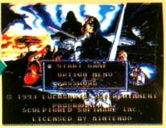
99 Lives

Finishing the entire game with three lives and only three Continues can prove difficult for even the best trained Jedi. Enter this code and you'll be able to start the game with 99 extra men in reserve. When you first turn on the power, wait until the Game Select Screen appears, then press X, Y, B, B, B, X, A, Y, Y, B, A, X, and Y. If you enter the code correctly, you will hear Darth Vader say, "Impressive." Press Start to begin playing before the Demo Screen appears. If you can't get the code to work, try turning the power off and on, and re-entering the code.

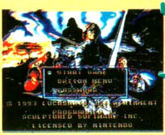
On the Game Select Screen, press X, Y, B, B, B, X, A, Y, Y, B, A, X, Y, then Start.



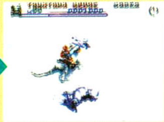
Normally, you will start the game with only three lives in reserve.



While you are on the Game Select Screen, quickly enter the code above.



If you enter it correctly, you will hear Darth Vader say, "Impressive."



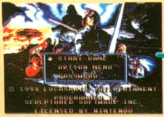
When you begin playing, you'll have 99 lives in reserve!

SUPER STAR WARS
THE EMPIRE STRIKES BACK

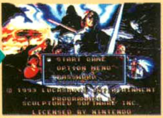
■ FROM AGENT #908

Ultimate Power

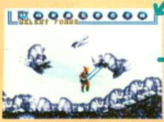
If you are really having trouble finishing Super Empire Strikes Back, this is the code for you. When you play the game with the code, you will have use of all the Force Powers from the very beginning of the game, and you will have unlimited use of the Thermal Bombs. When the Main Menu Screen appears for the first time, quickly press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. If you hear Darth Vader say, "Impressive," press Start and begin playing!


START GAME
OPTION MENU
PASSWORD

When the Main Menu first appears, quickly enter the Ultimate Power Code.


START GAME
OPTION MENU
PASSWORD

If you hear Darth Vader say, "Impressive," quickly press Start before the screen changes.



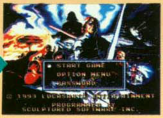
You will have unlimited Thermal Bombs and full use of your Force Powers.

If you have trouble getting the code to work, turn off the power and try again.

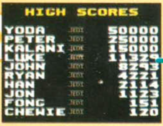
High Scores

You can quickly access the High Score Screen without having to wait through all of the demo scenes by entering this simple code. On the Main Menu Screen, quickly press A, A, B, B, and the screen will change. Press any button when you want to return to the Main Menu. This code doesn't help you much, but it is a handy feature!

Normally you'll have to wait through several demo scenes to see the High Scores.


START GAME
OPTION MENU
PASSWORD

When the Main Menu appears, quickly press A, A, B, and B on Controller I.



```
HIGH SCORES
YODA    JEDI  50000
PETER   JEDI  25000
KALANI  JEDI  15000
LUKE    JEDI  11329
JOHN    JEDI   8293
RYAN    JEDI   4221
HAN     JEDI   2114
JON     JEDI   1123
FONG    JEDI    151
CHEWIE  JEDI    120
```

The screen will automatically show you all the latest High Scores.

START GAME
OPTION MENU
PASSWORD

Press any button to return to the Main Menu Screen.

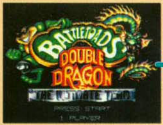
BATTLETOADS
DOUBLE DRAGON
THE ULTIMATE TEAM

■ FROM AGENT #263

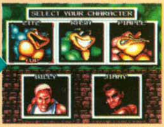
Super Stage Select

You should be able to take out the minions of the Dark Queen in a breeze with the help of this awesome code. Select either a one or two-player game and press Start. When the screen switches to the Character Select Screen, press Up, Down, Down, Up, X, B, Y, and A with Controller I. If you enter the code correctly, the screen should flicker. Select any of the characters and press Start again. When the Stage Select Screen appears, choose any of the stages, then press Start to begin playing. This code will also set you up with ten extra players.

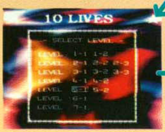
On the Character Select Screen, press Up, Down, Down, Up, X, B, Y, A, then Start.


BATTLETOADS
DOUBLE DRAGON
THE ULTIMATE TEAM
PRESS START
1 PLAYER

Select either a one or two-player game, then press the Start Button.


SELECT YOUR CHARACTER

On the Character Select Screen, enter the code above.


10 LIVES
SELECT LEVEL
LEVEL 1-1 1-2
LEVEL 2-1 2-2 2-3
LEVEL 3-1 3-2 3-3
LEVEL 4-1 4-2
LEVEL 5-1 5-2
LEVEL 6-1
LEVEL 7-1

Choose any character then press Start to switch to the Stage Select Screen.

After choosing a starting stage, you will begin the game with ten extra players.

CLASSIFIED INFORMATION

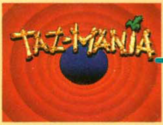
TAZ-MANIA

FROM AGENT #001

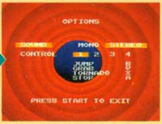
Stage Select

Getting through all the levels of Taz-Mania can be really tough when you have a limited number of Continues. This code will allow players to explore the later stages of the game that they might not normally see. When you first turn on the game, press the Select Button to access the Option Screen. On the Option Screen, press A, Y, A, Y, X, Y, B, A, R, then L and the screen will shake then the Levels Option will appear. Select any of the levels, then press Start to begin playing.

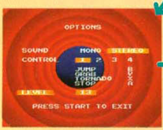
On the Option Screen, press A, Y, A, Y, X, Y, B, A, R, then L.



When the Title Screen appears, press Select to enter the Option Screen.


OPTIONS
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP
GRAB
TORNADO
STOP
B
Y
X
A
PRESS START TO EXIT

On the Option Screen, press A, Y, A, Y, X, Y, B, A, R, then L.


OPTIONS
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP
GRAB
TORNADO
STOP
B
Y
X
A
LEVEL 13
PRESS START TO EXIT

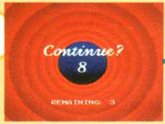
If you enter the code correctly, the Levels Option will appear at the bottom of the screen.

Choose one of the 19 stages in the game, then press the Start Button.

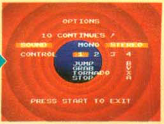
Extra Continues

If you still can't finish the game when you use the Stage Select, try entering this code first. On the Option Screen, press B, A, Y, A, X, then A. If you enter the code correctly, the screen should shake and you will have a total of ten Continues. You can use this code alone, or you can immediately enter the Stage Select code for additional help.

On the Option Screen, press B, A, Y, A, X, then A.


Continue?
8
REMAINING: 3

Normally, you can only continue the game three times.


OPTIONS
10 CONTINUES
SOUND MONO STEREO
CONTROL 1 2 3 4
JUMP
GRAB
TORNADO
STOP
B
Y
X
A
PRESS START TO EXIT

Enter this code on the Option Screen to get 10 Continues.

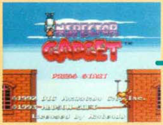
INSPECTOR GADGET

FROM AGENT #745

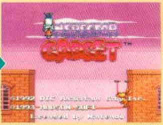
Debug Mode

Agent #745 has discovered a great code for Inspector Gadget that allows players to access the hidden Debug Mode of the game. When the Title Screen first appears, hold down the L, R, and B Buttons on Controller I. While holding these buttons, quickly press Down, Down, Up, Left, Right, Down, Right, then Left. If you enter the code correctly, the Title Screen should turn pink. Release all of the Buttons then press Start. Before the game begins, a Menu Screen will appear that will give you a Stage Select, Option Menu, and a Sound Test. With this code, the game should be a breeze to finish.

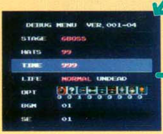
Hold L, R, and B, then press Down, Down, Up, Left, Right, Down, Right, and Left.


INSPECTOR GADGET
PRESS START

Wait until the Title Screen appears then quickly enter the code above.


INSPECTOR GADGET

If you enter the code correctly, the Title Screen will turn pink.



DEBUG MENU VER. 001-04
STAGE 6BOSS
HATS 99
TIME 999
LIFE NORMAL UNDEAD
OPT
BGM 01
SE 01

Release all of the buttons, then press Start to make the Debug Menu appear.

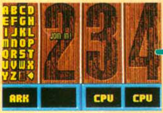
You can begin playing from anywhere in the game with this code.

NBA JAM

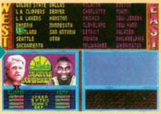
■ FROM AGENT #001

White House Jam

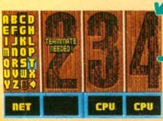
The rumors have been flying about NBA Jam Codes, but no one seemed to know them, that is until now! Special Agent #001 has discovered the first set of special guest stars. Straight from the White House, Bill Clinton and Al Gore are tearing up the courts against the hottest players in the NBA when you use these codes. To play as the President, input the initials ARK but don't enter the last letter. Press and hold L, press and hold R, press and hold Start, then press X while you are still holding all the buttons. If you enter the code correctly, you should bypass the password screen. When you begin playing, Bill Clinton will be your player. To play as the Vice President, input the initials NET without entering the last letter. Press and hold L, press and hold R, then press A and Al's stats will appear.



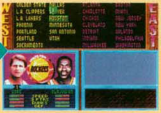
Input the initials ARK without entering the last letter.



Hold L, then R, then Start, then X, and you can play as the President.



Input the initials NET without entering the last letter.



Hold L, then R, and then A and you can play as the Vice President.

Programmer Jam

Here are two more special players the you can use, as well. Input the initials SAL without entering the last letter, then enter the same code as you did for President Clinton. When you begin the game, you'll be playing with Sal DiVita. If you input the initials RJR without entering the last letter, you can input the Clinton Code again. When you begin the game, Jamie Rivett will be your player. Both of these people helped develop NBA Jam.

Press and Hold L, then R, then Start, then the X Button.

OPTIONS

SOUND MONO STEREO

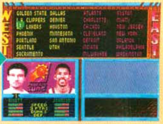
CONTROL 1 2 3 4

JUMP B
GRAB Y
TORNADO X
STOP A

LEVEL 13

PRESS START TO EXIT

Use the initials SAL along with the code to play as Sal DiVita.



Use the initials RJR along with the code to play as Jamie Rivett.

BATTLE CARS

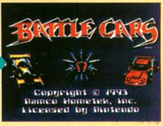
■ FROM AGENT #012

Mystery Mode

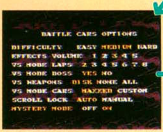
Finishing off all of your competition in Battle Cars can be tough, but players will receive a bonus at the end. This secret code will allow you to access the super secret Mystery Mode! On the Title Screen, press Up, Down, L, R, then Select to enter the code. Before you start playing the game, go to the Option Screen and there will be a new option at the bottom of the screen. If you turn on the Mystery Mode, the game will begin playing as normal, only the entire race will be viewed from an above perspective. You may find it easier to win when you can see the entire road!

On the Title Screen, press Up, Down, L, R, then Select.

After finishing the game in the Normal Mode, you will receive a secret code.



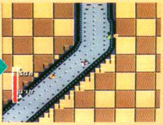
On the Title Screen, press Up, Down, L, R, then Select and you will hear a tone.



BATTLE CARS OPTIONS

DIFFICULTY EASY MEDIUM HARD
EFFECTS VOLUME 1 2 3 4 5
VS MODE LAPS 2 3 4 5 6 7 8
VS MODE BOSS YES NO
VS WEAPONS DISK NONE ALL
VS MODE CARS MAXXED CUSTOM
SCROLL LOCK AUTO MANUAL
MYSTERY MODE OFF ON

If you go to the Option Screen you can turn on the Mystery Mode.



Now you can play the game with a top view of your car!

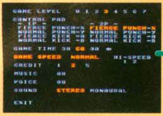
CLASSIFIED INFORMATION

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

■ From Agent #473

Super High Speed

If you go to the Option Screen before you begin playing, you can set the game speed for Normal, High Speed 1 or High Speed 2. With this code you can access the even faster setting of High Speed 3! On the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, and A on Controller II. You will hear Aska say, "Excellent," if you enter the code correctly. Use Controller I to enter the Option Screen and adjust the speed to the new setting.



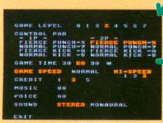
```
GAME LEVEL     0 1 2 3 4 5 6 7
CONTROL PAD
  - 1P -               - 2P -
  FIERCE PUNCH-X  FIERCE PUNCH-X
  NORMAL PUNCH-Y  NORMAL PUNCH-Y
  FIERCE KICK  -A FIERCE KICK  -A
  NORMAL KICK  -B NORMAL KICK  -B
GAME TIME 30 60 90 ∞
GAME SPEED   NORMAL     HI-SPEED
                          1 2
CREDIT       1  3  5
MUSIC        00
VOICE        00
SOUND        STEREO MONAURAL

EXIT
```

During a regular game, you can only set the speed at two different settings.

TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE

On the Title Screen, use Controller II to enter the code.



```
GAME LEVEL     0 1 2 3 4 5 6 7
CONTROL PAD
  - 1P -               - 2P -
  FIERCE PUNCH-X  FIERCE PUNCH-X
  NORMAL PUNCH-Y  NORMAL PUNCH-Y
  FIERCE KICK  -A FIERCE KICK  -A
  NORMAL KICK  -B NORMAL KICK  -B
GAME TIME 30 60 90 ∞
GAME SPEED   NORMAL     HI-SPEED
                          1 2 3
CREDIT       1  3  5
MUSIC        00
VOICE        00
SOUND        STEREO MONAURAL

EXIT
```

When you go to the Option Screen, you can make the game go even faster.

ASKA
60
PRESS START

At this speed, the fists are really flying!

Boss Stage Backgrounds

Agent #473 found a special code that will let you select the Bosses' Backgrounds when you fight in the VS. Battle Mode. When the Title Screen appears, use Controller II and press L, R, L, R, L, R, and A. Begin a Vs. Battle Mode game and select your characters. When you are selecting your stage, the Metro Train and Studio 6 will both be added to your choices.

TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE

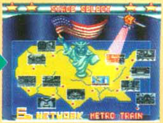
Wait until the Title Screen appears before you enter the code.

TEENAGE MUTANT NINJA
TURTLES
TOURNAMENT FIGHTERS
TOURNAMENT
WATCH
VS BATTLE
OPTION
STORY BATTLE

On Controller II, press L, R, L, R, L, R, then A, and you will hear a grunt.

FIGHTER SELECT
2P
1P
2P
VS
MIKE
ASKA

Begin a VS. Battle and select any characters that you want.


STAGE SELECT
NETWORK
METRO TRAIN

When you go to the Stage Select both of the Boss Stages will be available.

Ranma ½

■ From Agent #200

Configuration Code

You can adjust any of the fighters' abilities with this great code from Agent #200. Start a game and select your fighter like you normally would. When the match begins, quickly finish the fight (it doesn't matter whether you win or lose). Wait until the Continue Screen appears, then hold down R, X, and A. Continue to hold all these buttons until the next match begins. Before the fighting starts, the Configuration Screen will appear. You can adjust many of the elements in the game from this screen, including the individual abilities of each fighter. You can even set the computer to play against itself if you want to pick up a few pointers. Press the Start Button when you are ready to continue playing.

On the Continue Screen, hold R, X, and A Buttons all at the same time.

PLAYER
SELECT

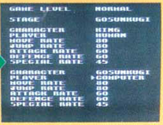
Start a one-player game and choose any of the characters in the game.

Genma
Gosunkugi
Finished

Immediately complete the match, either by winning or losing.

CONTINUE?
YES
NO

On the Continue Screen, hold the R, X and A Buttons all at the same time.



```
GAME LEVEL          NORMAL

STAGE               GOSUNKUGI

CHARACTER           KING
PLAYER              HUMAN
MOVE RATE           80
JUMP RATE           80
ATTACK RATE         60
DEFENCE RATE        60
SPECIAL RATE        45

CHARACTER           GOSUNKUGI
PLAYER             ▶COMPUTER
MOVE RATE           80
JUMP RATE           80
ATTACK RATE         60
DEFENCE RATE        60
SPECIAL RATE        45
```

The Fighter Configuration Screen will appear before your next fight.

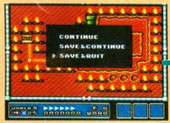
CLASSIFIED INFORMATION

SUPER MARIO ALL-STARS

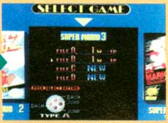
FROM AGENT #985

Bonus Marios

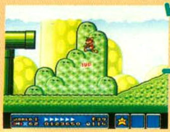
When you first begin playing Super Mario Bros. 3, grab both of the hidden Warp Whistles in World 1 and use them to warp to World 8. When you begin playing, press the Start Button to bring up the Save Screen, then select the Save & Quit option. Restart your game, highlight the saved game, then push the B Button to go back to World 1. Work your way to World 1-2 with the Tail Power-Up. In World 1-2, go right until you are past the T-shape of pipes. Stand to the right of the pipes and wait for five Goombas to appear. Jump on the first Goomba, holding down the button so you zoom to the top of the screen. Use the tail to float over to the next Goomba and repeat the jump. If you keep jumping on Goombas without hitting the ground, you'll begin collecting 1-Ups. When you have enough, Save & Quit again, then restart from World 8 with all your extra lives.


CONTINUE
SAVE & CONTINUE
SAVE & QUIT

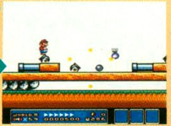
Warp to World 8 in Super Mario Bros. 3, then Save & Quit the game.


SELECT GAME
SUPER MARIO 3
FILE A 1W 1P
FILE B 1W 1P
FILE C NEW
FILE D NEW
TYPE A

Continue the game, only roll back the worlds to World 1.



Use the 1-Up trick in World 1-2, then save the game when you have enough extra lives.



Restart the game, and you will begin on World 8 with all the extra lives!

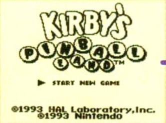
KIRBY'S PINBALL LAND

FROM AGENT #340

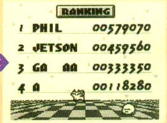
Bonus Games

One of the best ways to rack up your score in Kirby's Pinball Land is by finding the Bonus Rounds. Because they are so hard to find, many players don't score well when they do find them. To become familiar with the Bonus Games, use this code to access all of them from the beginning of the game. On the Title Screen, press Left, B and the Select Button at the same time. When the screen changes to the High Score Screen, a white cat will walk across the bottom. Return to the Title Screen and begin playing a new game. When you select a stage to play, you will automatically go to the Bonus Game. NOTE: You can't get a high score with this trick, because you can't lose your ball.

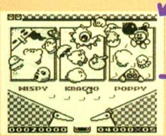
On the Title Screen, press Left, B, and Select at the same time.


KIRBY'S PINBALL LAND™
▶ START NEW GAME
©1993 HAL Laboratory,Inc.
©1993 Nintendo

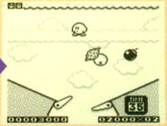
On the Title Screen, press Left, B, and Select simultaneously.


RANKING
1 PHIL 00579070
2 JETSON 00459560
3 GA AA 00333350
4 A 00118280

When the High Scores appear, a white cat will walk across the screen.


WISPY
KRACKO
POPPY

Begin a new game and select any of the stages..

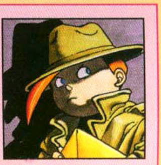


You will go directly to the bonus stages without playing the rest of the game.

SECRET AGENTS WANTED

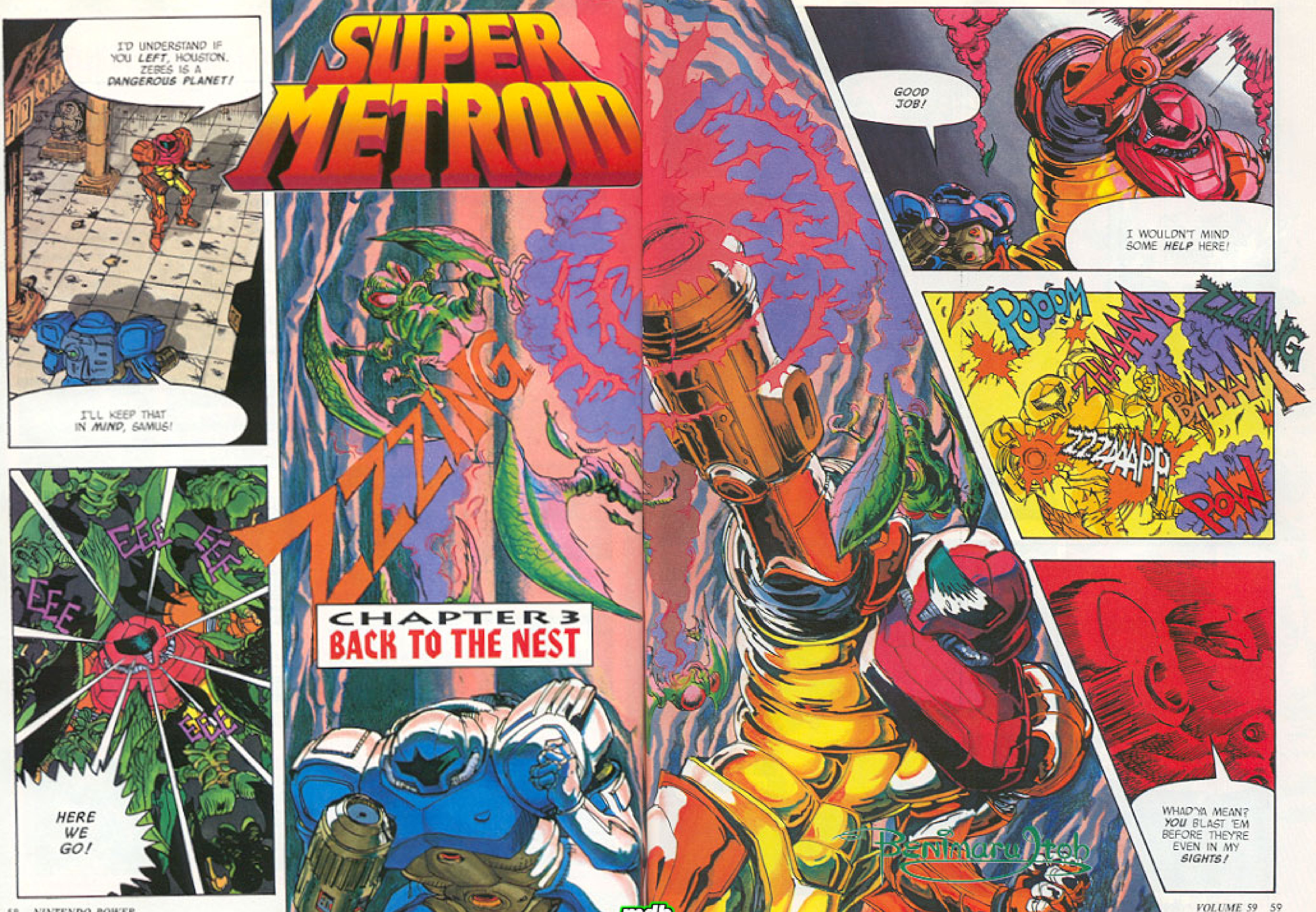
A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

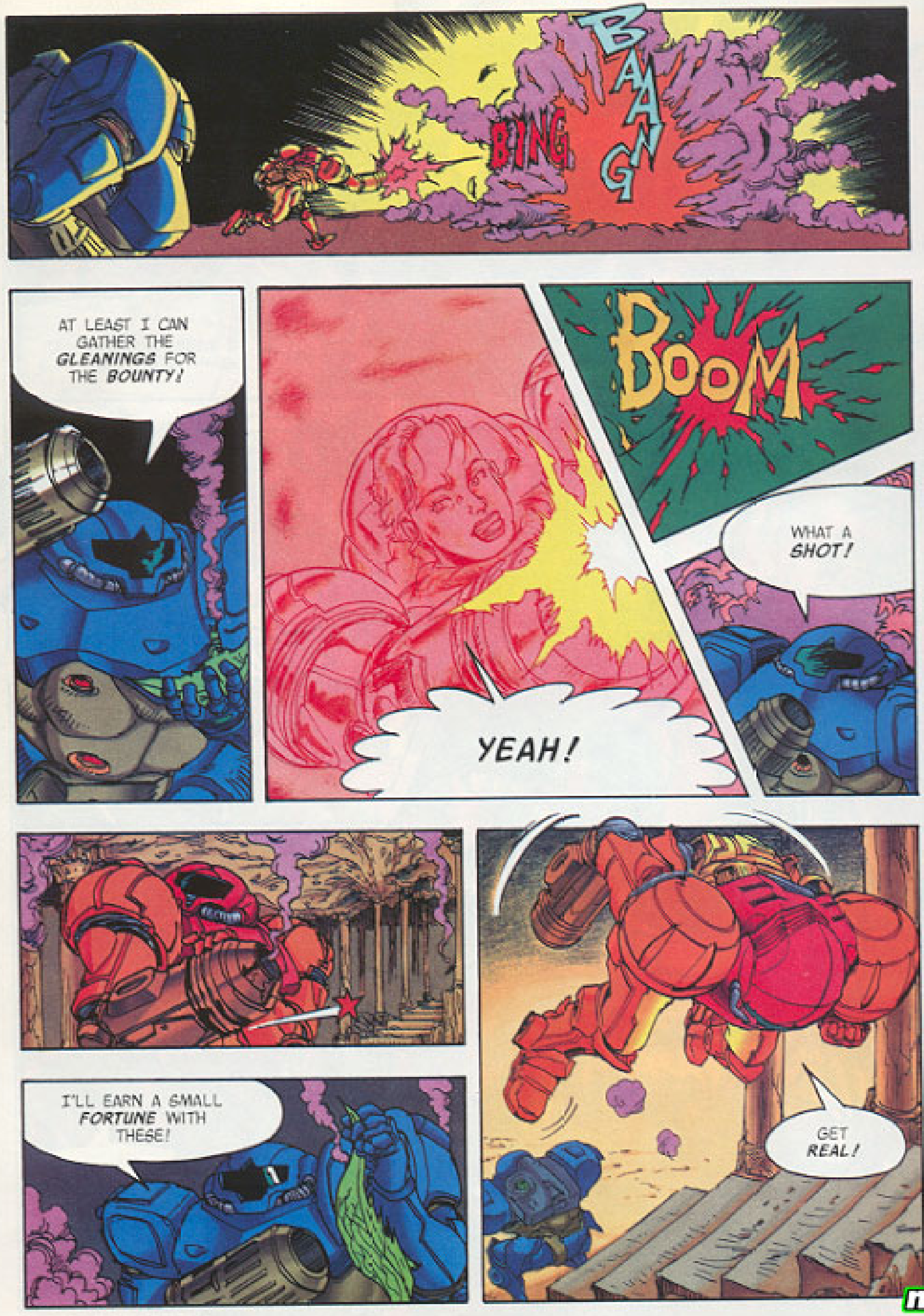


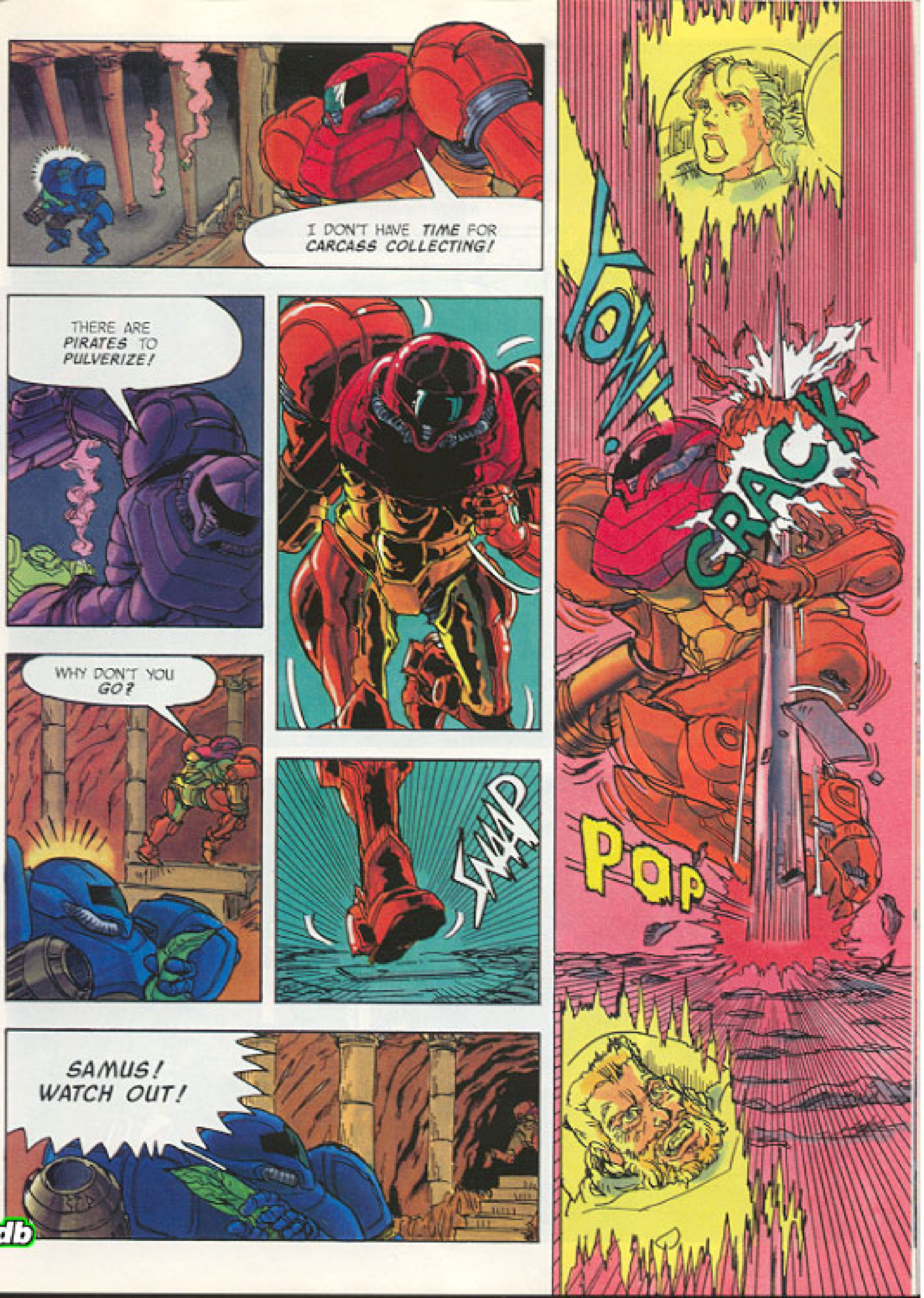
SUPER METROID

CHAPTER 3
BACK TO THE NEST

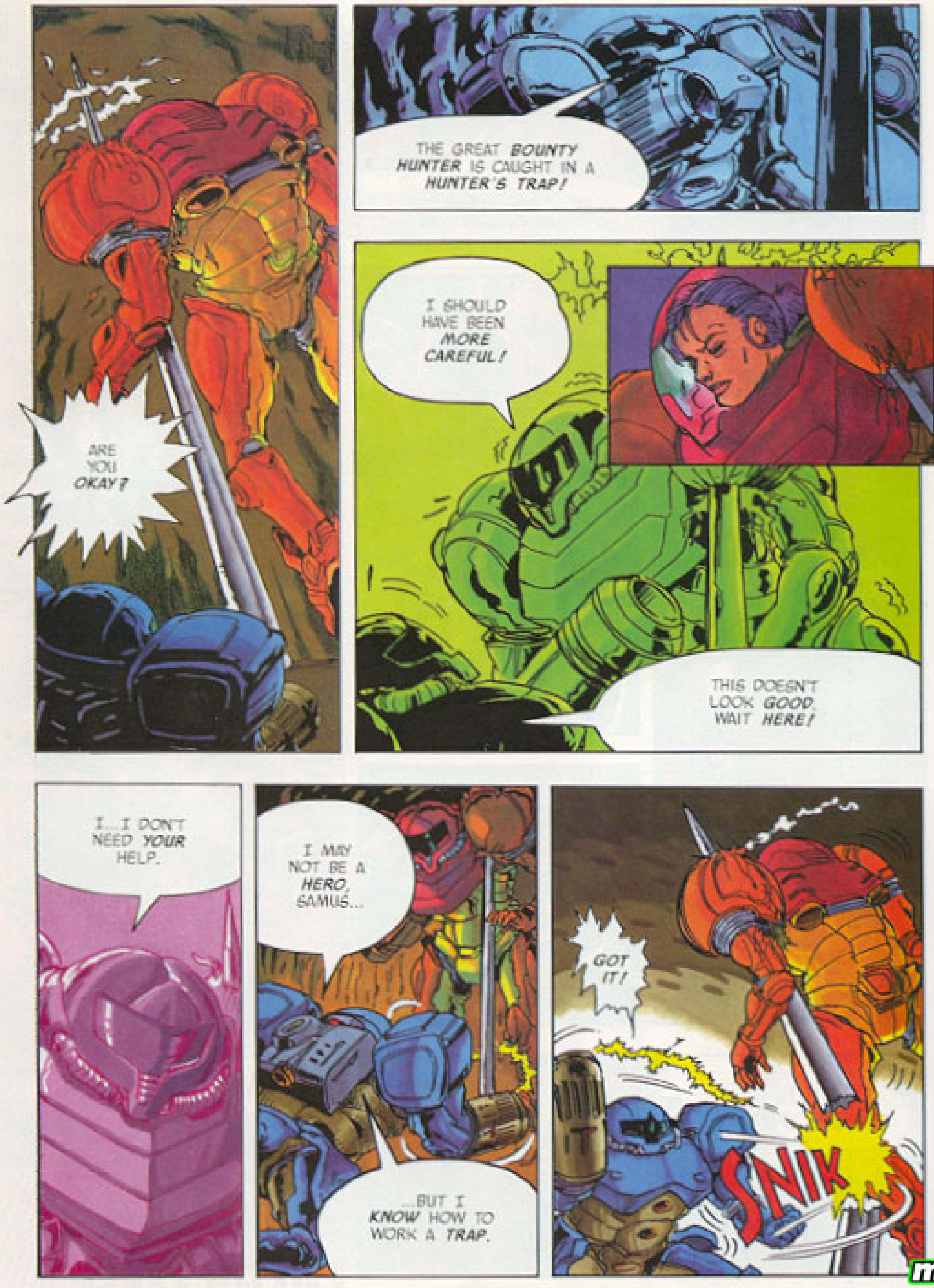

I'D UNDERSTAND IF YOU LEFT, HOUSTON. ZEBES IS A DANGEROUS PLANET!
I'LL KEEP THAT IN MIND, SAMUS!
EEE
EEE
EEE
EEE
EEE
HERE WE GO!
ZZZING
GOOD JOB!
I WOULDN'T MIND SOME HELP HERE!
POOOM
ZHAAAM
ZZZANG
BAAAAM
ZZZAAAPP
POW
WHAD'YA MEAN? YOU BLAST 'EM BEFORE THEY'RE EVEN IN MY SIGHTS!
Benimaru Itoh

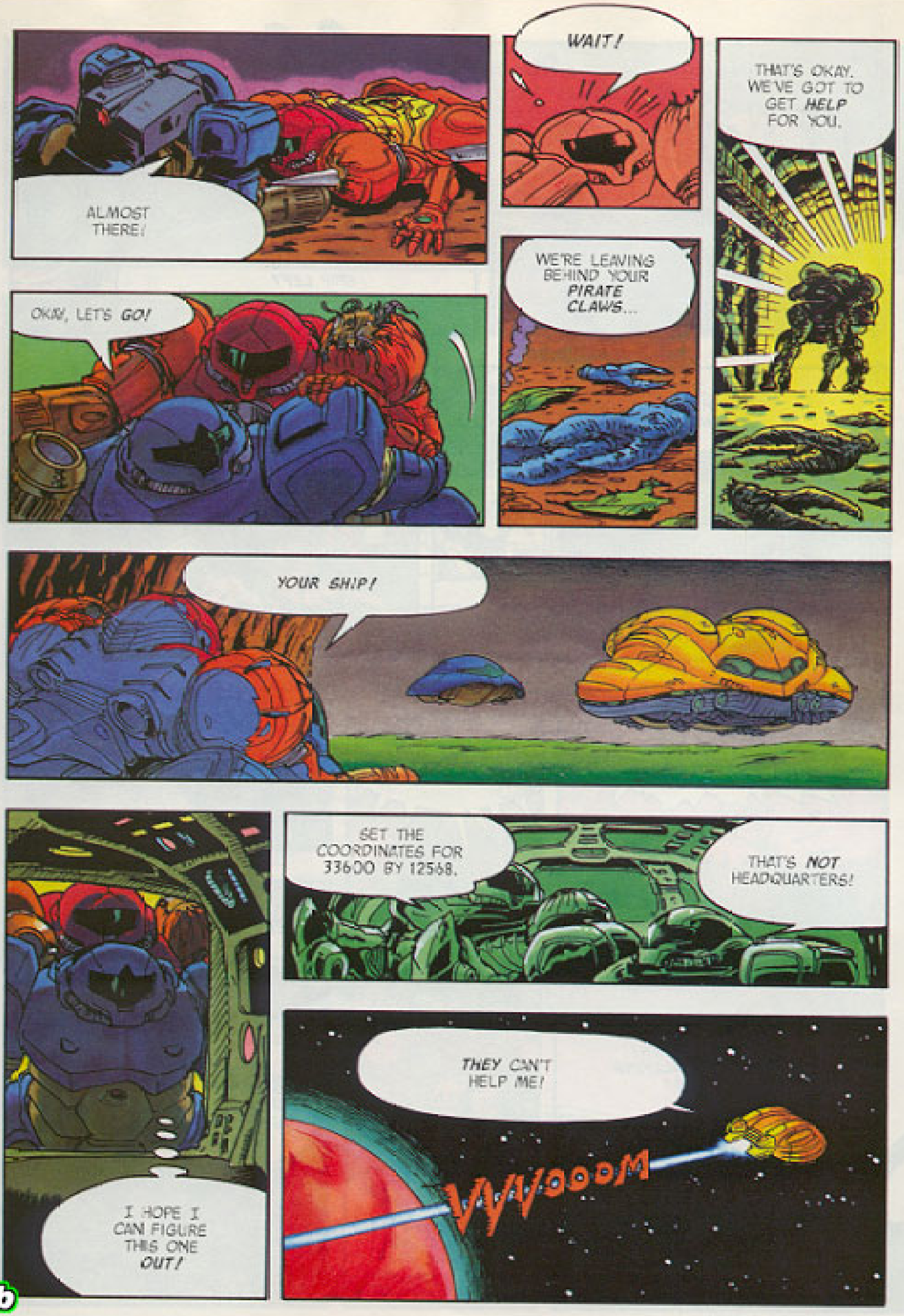
mdb

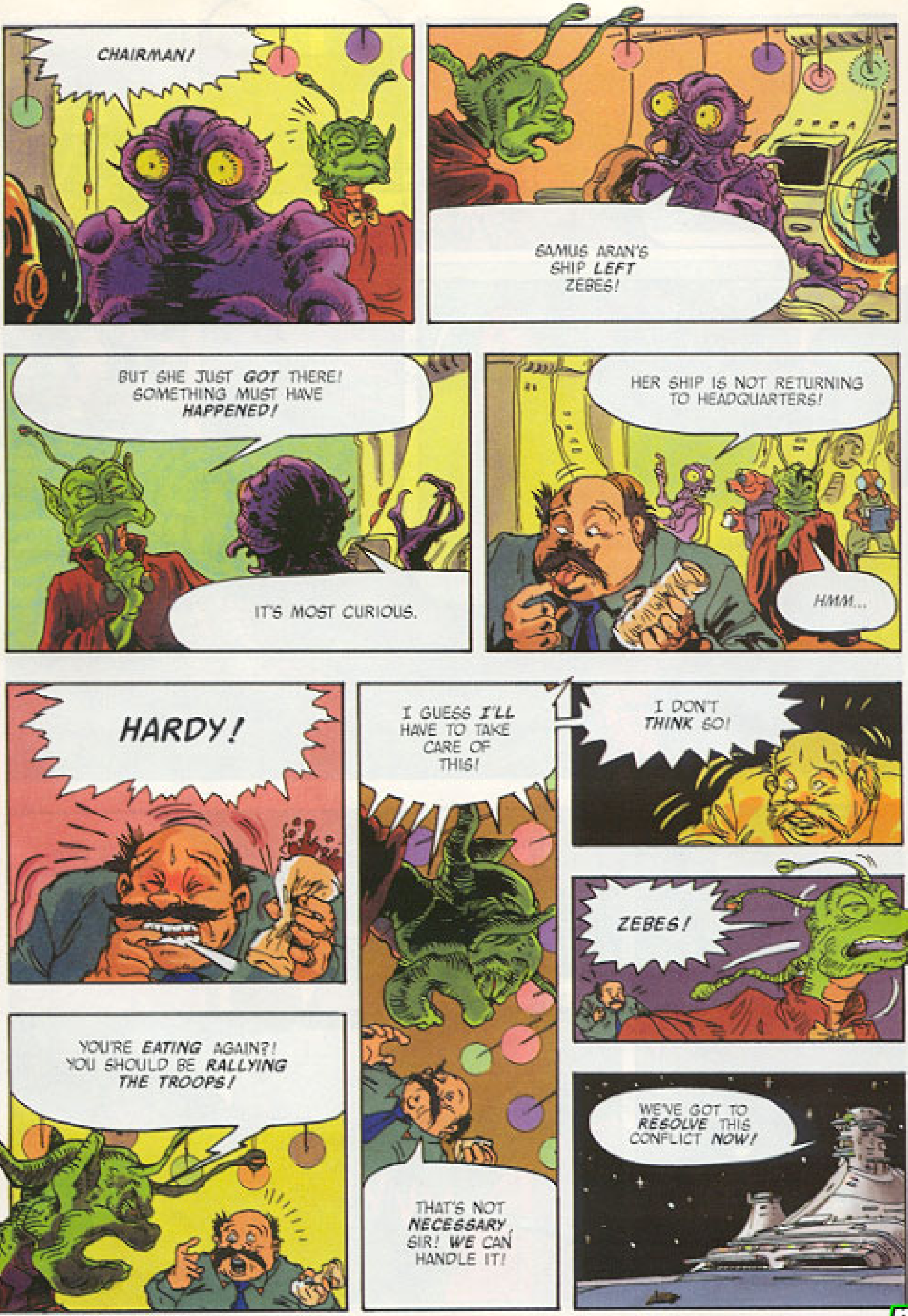

BING
BAAANG
AT LEAST I CAN GATHER THE GLEANINGS FOR THE BOUNTY!
BOOM
YEAH!
WHAT A SHOT!
I'LL EARN A SMALL FORTUNE WITH THESE!
GET REAL!

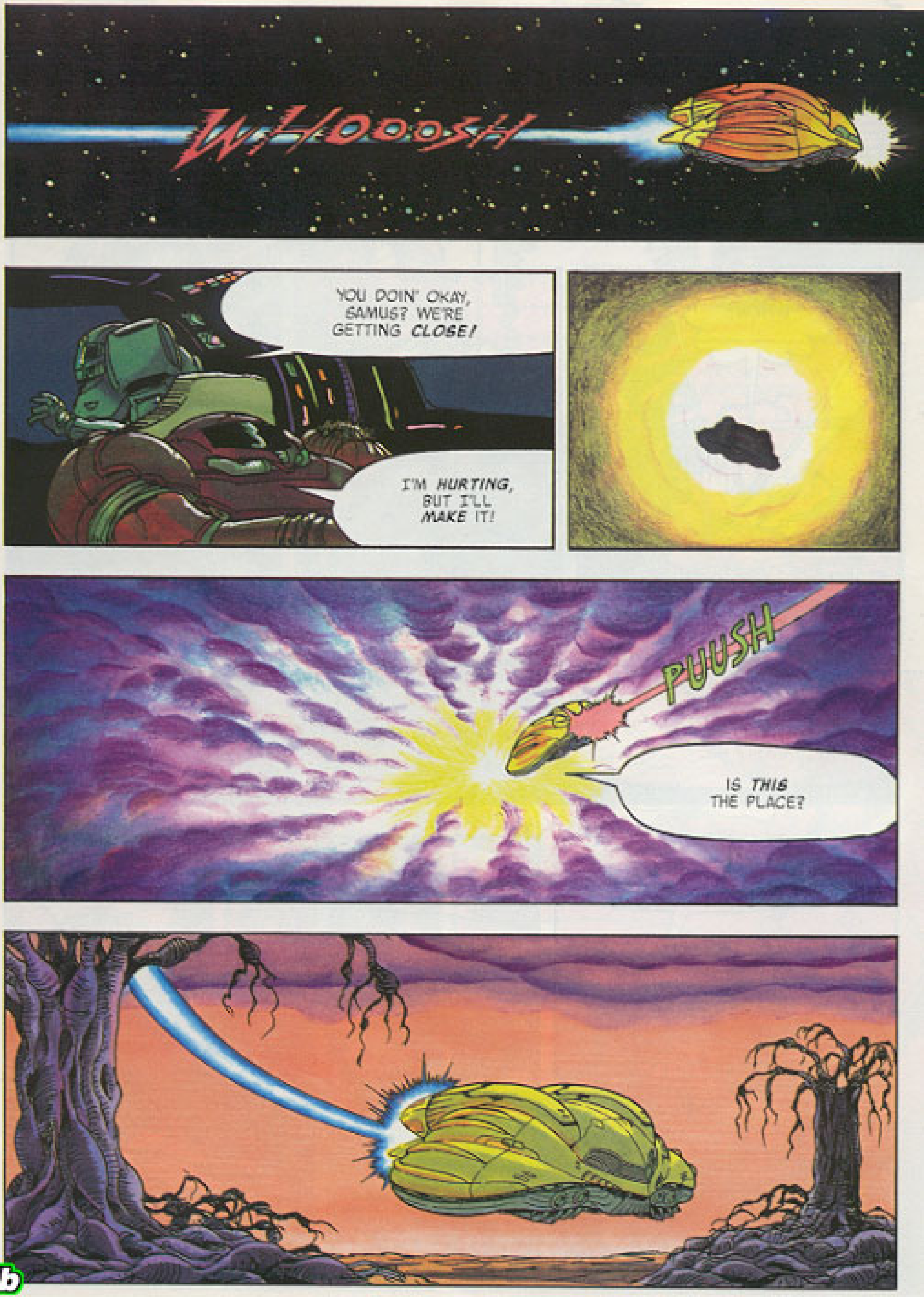

I DON'T HAVE TIME FOR CARCASS COLLECTING!
THERE ARE PIRATES TO PULVERIZE!
WHY DON'T YOU GO?
SNAP
SAMUS! WATCH OUT!
YOW!
CRACK
POP

mdb

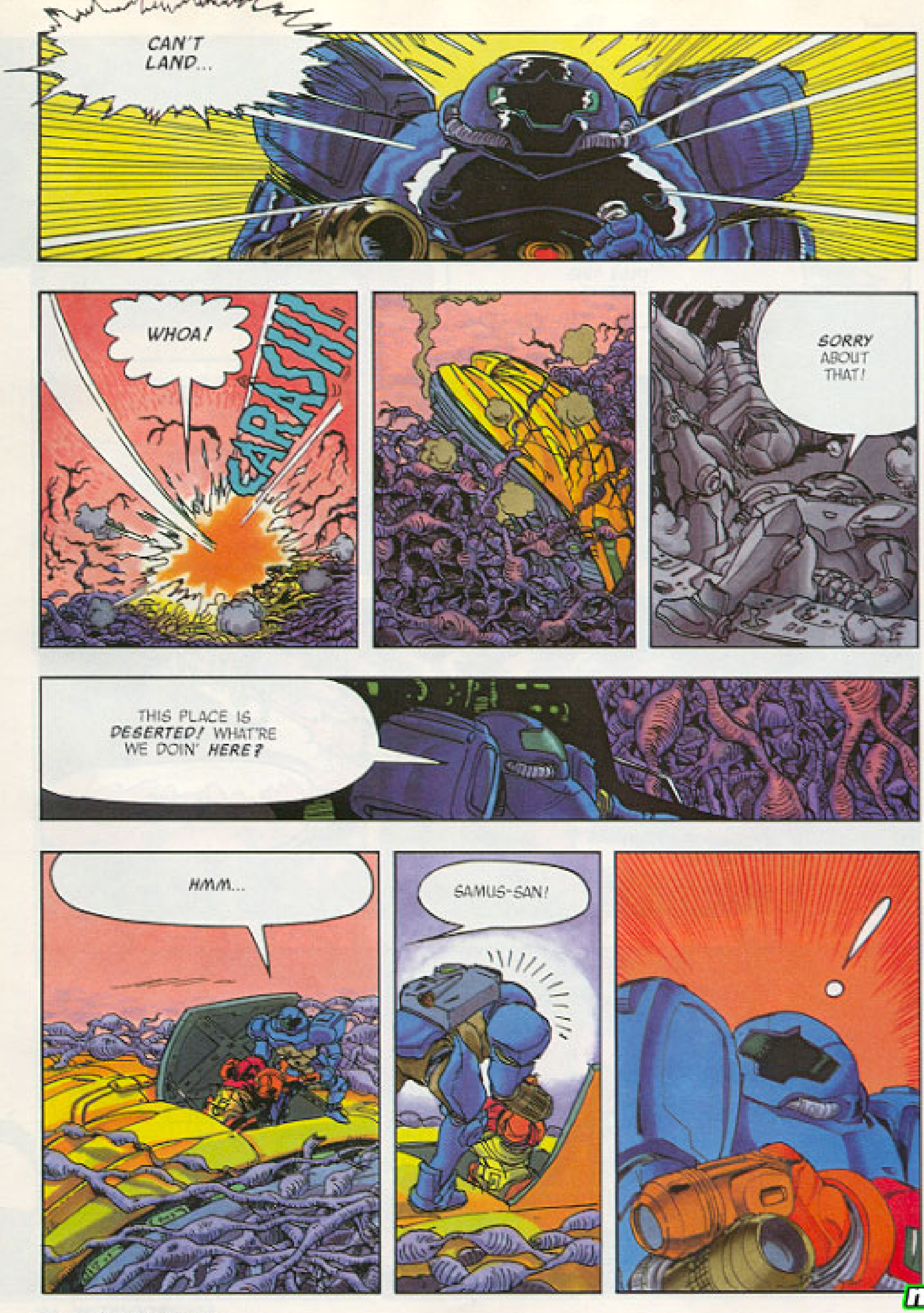

ARE YOU OKAY?
THE GREAT BOUNTY HUNTER IS CAUGHT IN A HUNTER'S TRAP!
I SHOULD HAVE BEEN MORE CAREFUL!
THIS DOESN'T LOOK GOOD. WAIT HERE!
I...I DON'T NEED YOUR HELP.
I MAY NOT BE A HERO, SAMUS...
...BUT I KNOW HOW TO WORK A TRAP.
GOT IT!
SNIK


ALMOST THERE!
OKAY, LET'S GO!
WAIT!
WE'RE LEAVING BEHIND YOUR PIRATE CLAWS...
THAT'S OKAY. WE'VE GOT TO GET HELP FOR YOU.
YOUR SHIP!
I HOPE I CAN FIGURE THIS ONE OUT!
SET THE COORDINATES FOR 33600 BY 12568.
THAT'S NOT HEADQUARTERS!
THEY CAN'T HELP ME!
VVVOOOM

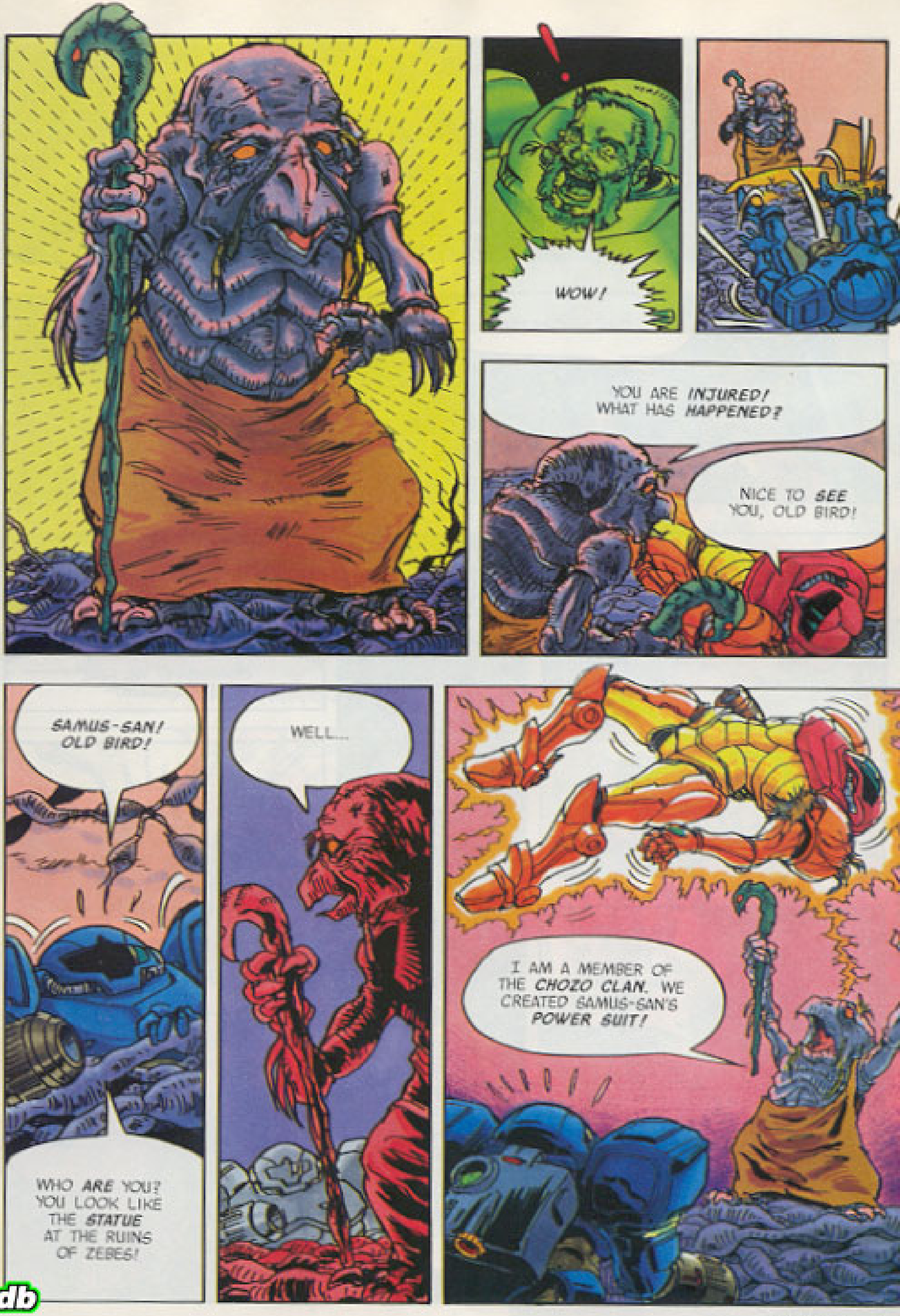

CHAIRMAN!
SAMUS ARAN'S SHIP **LEFT** ZEBES!
BUT SHE JUST **GOT** THERE! SOMETHING MUST HAVE **HAPPENED!**
IT'S MOST CURIOUS.
HER SHIP IS NOT RETURNING TO HEADQUARTERS!
HMM...
HARDY!
YOU'RE **EATING** AGAIN?! YOU SHOULD BE **RALLYING THE TROOPS!**
I GUESS **I'LL** HAVE TO TAKE CARE OF THIS!
THAT'S NOT **NECESSARY**, SIR! **WE** CAN HANDLE IT!
I DON'T **THINK** SO!
ZEBES!
WE'VE GOT TO **RESOLVE** THIS CONFLICT **NOW!**

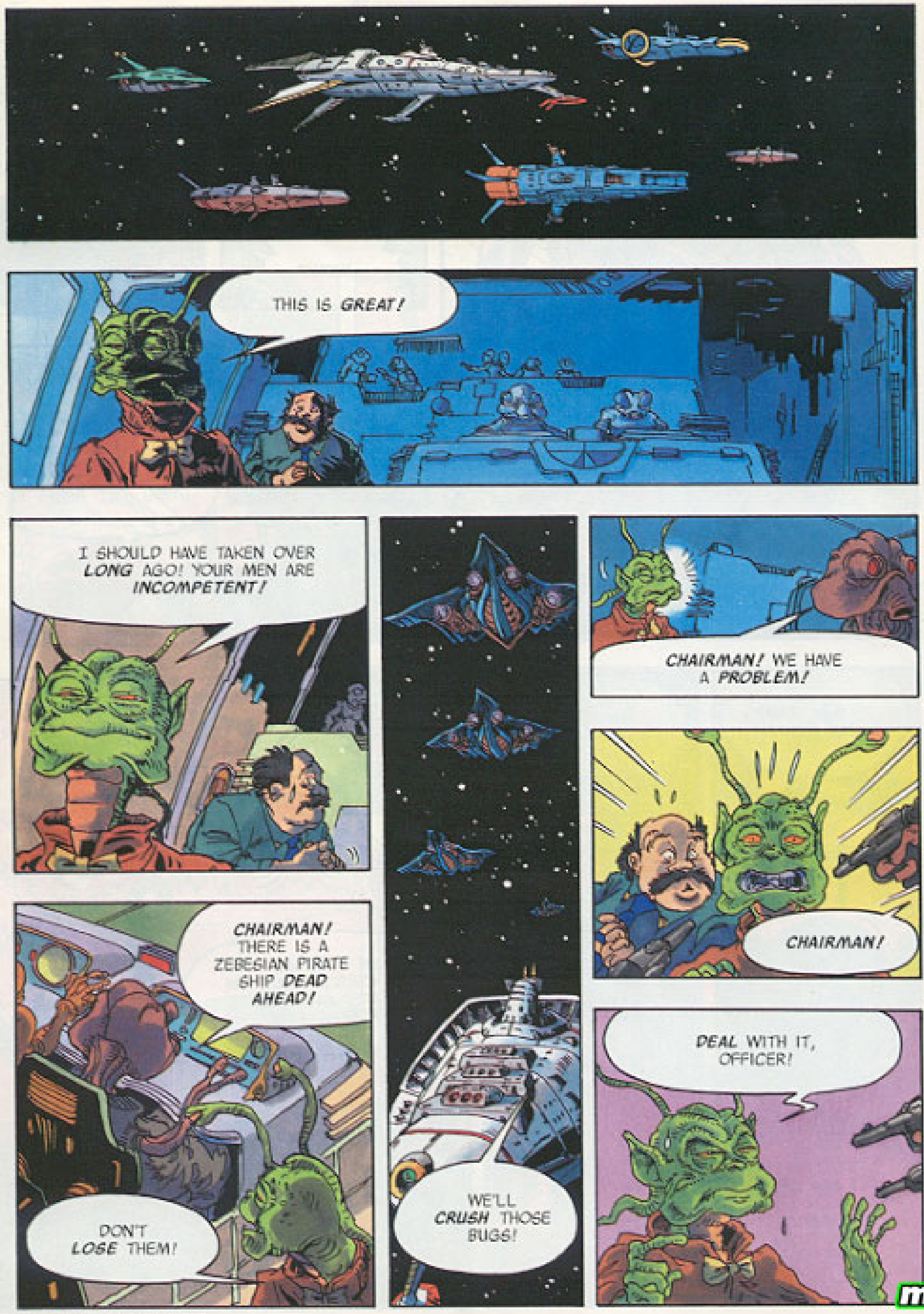

WHOOOSH
YOU DOIN' OKAY, SAMUS? WE'RE GETTING **CLOSE!**
I'M **HURTING**, BUT I'LL **MAKE** IT!
PUUSH
IS **THIS** THE PLACE?

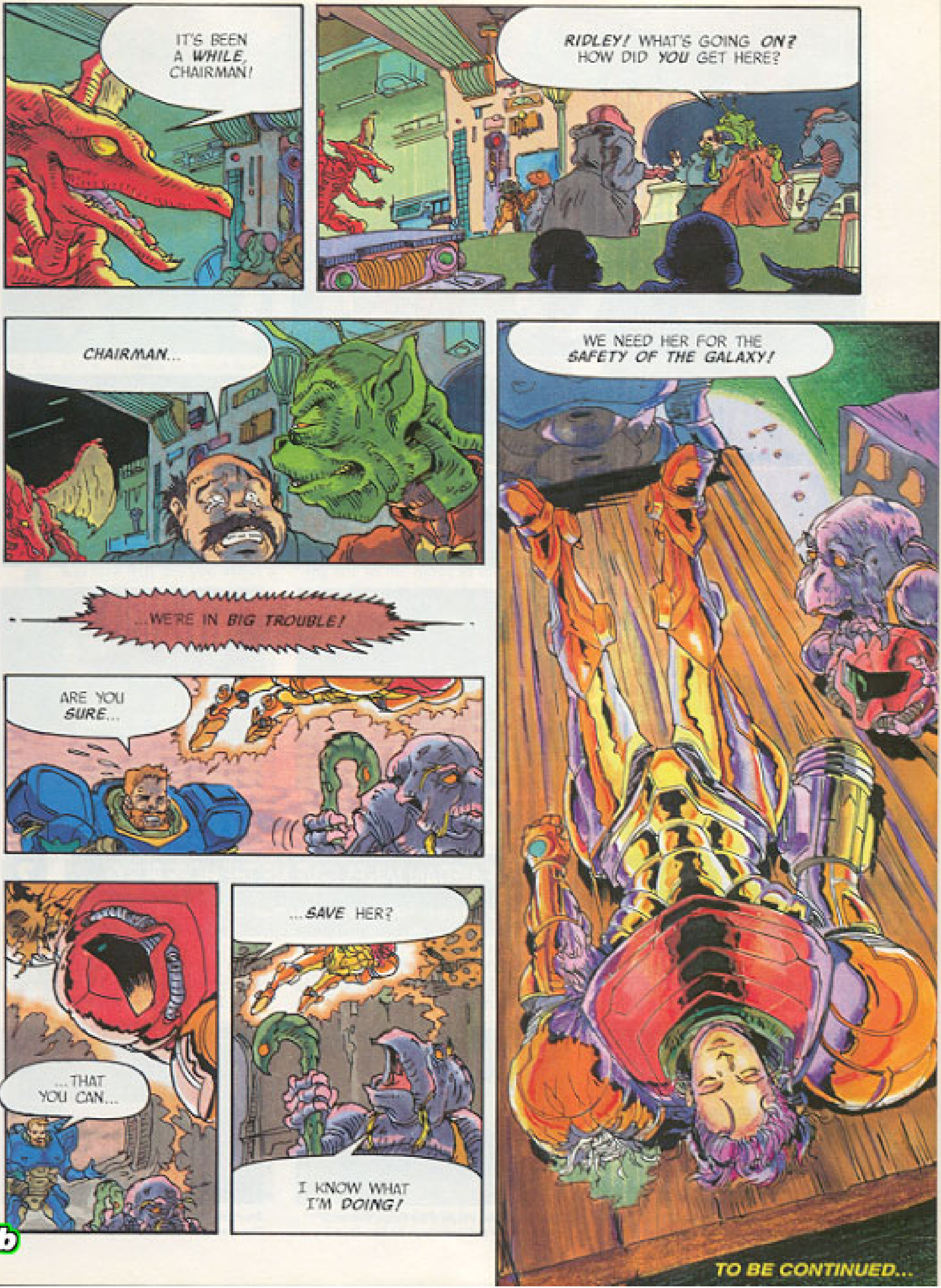
mdb


CAN'T LAND...
WHOA!
GARASH!!
SORRY ABOUT THAT!
THIS PLACE IS DESERTED! WHAT'RE WE DOIN' HERE?
HMM...
SAMUS-SAN!
!

mdb


!
WOW!
YOU ARE INJURED! WHAT HAS HAPPENED?
NICE TO SEE YOU, OLD BIRD!
SAMUS-SAN! OLD BIRD!
WHO ARE YOU? YOU LOOK LIKE THE STATUE AT THE RUINS OF ZEBES!
WELL...
I AM A MEMBER OF THE CHOZO CLAN. WE CREATED SAMUS-SAN'S POWER SUIT!


THIS IS *GREAT!*
I SHOULD HAVE TAKEN OVER *LONG* AGO! YOUR MEN ARE *INCOMPETENT!*
CHAIRMAN! THERE IS A ZEBESIAN PIRATE SHIP *DEAD AHEAD!*
DON'T *LOSE* THEM!
WE'LL *CRUSH* THOSE BUGS!
CHAIRMAN! WE HAVE A *PROBLEM!*
CHAIRMAN!
DEAL WITH IT, OFFICER!


IT'S BEEN A *WHILE,* CHAIRMAN!
RIDLEY! WHAT'S GOING *ON?* HOW DID *YOU* GET HERE?
CHAIRMAN...
...WE'RE IN *BIG TROUBLE!*
ARE YOU *SURE...*
...THAT YOU CAN...
...*SAVE* HER?
I KNOW WHAT I'M *DOING!*
WE NEED HER FOR THE *SAFETY OF THE GALAXY!*
TO BE CONTINUED...

mdb

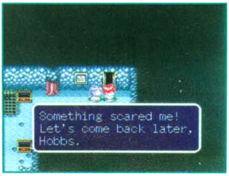
COUNSELORS' CORNER

LUFIA & THE FORTRESS OF DOOM

WHY IS LUFIA AFRAID TO ENTER THE ROOM THAT SAYS, "WOMEN ONLY?"

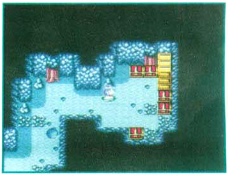
Marc Nagel

Lufia won't enter the room in the Old Cave labeled "Women Only" unless Aguro is a member of your party. To enlist him, return to Lorbenia and go to the upper floor of the center building. After you have your pockets picked there, go to the Inn and ask the Innkeeper about the thief. When you leave the Inn, Aguro will automatically join you and you'll be able to enter the "Women Only" room and get the Fairy's Kiss.



Something scared me!
Let's come back later,
Hobbs.

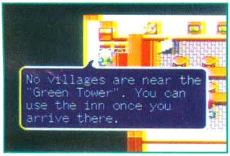
Lufia is afraid to enter the "Women Only" room in the Old Cave. Return to Lorbenia to enlist Aguro.



When Aguro joins your party, Lufia will enter the room. Get the Fairy's Kiss from a chest inside.

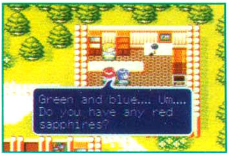
WHY WON'T THE MAN IN THE MEDAN MINES GIVE ME THE HOPE RUBY?

The man in the Medan Mines won't let you into the Treasure Room to get the Hope Ruby until you've gathered a few clues. First, go to Jenoba and buy a drink from the cider seller. He'll give you a clue about the towers. Next, buy some cider for the woman next to him to get another clue. Leave Jenoba and travel to the Gem Shop in Ruan. When you talk to the woman there, she'll tell you about rubies and sapphires. Now, when you return to the mines, the man will let you enter the Treasure Room to pick up the Hope Ruby.



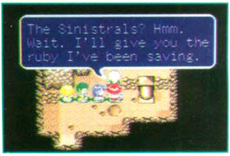
No villages are near the
"Green Tower". You can
use the inn once you
arrive there.

The man who sells cider in the Jenoba Lodge will give you a clue relating to the towers.



Green and blue.... Um....
Do you have any red
sapphires?

Talk to the other people in the Lodge, then go to Ruan and talk to the woman in the Gem Shop.



The Sinistrals? Hmm.
Wait. I'll give you the
ruby I've been saving.

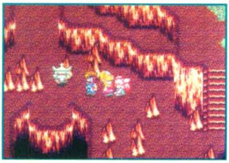
After you gather clues, return to the Medan Mines. Now the man will let you into the Treasure Room.

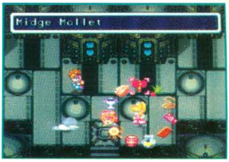
SECRET OF MANA

HOW DO I GET THE MIDGE MALLET?

Steve Gaddis

After you defeat the Jabberwocky in the Water Palace, Jema will tell you to take the Cannon Travel Service to the Upperland. Before you depart, return to the Dwarf Village and talk to the elder there. He will give you the Midge Mallet, which he used to use in his show. If you or your party members are "pygmized" by an enemy in battle, you can select the Mallet and use it to regain your regular sizes.

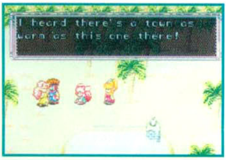

After you defeat the Jabberwocky, return to the Dwarf Village and talk to the elder to get the Mallet.


Midge Mallet

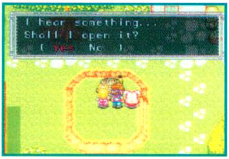
If an enemy "pygmizes" you in battle, use the Midge Mallet to grow back to your regular size.

HOW DO I GET THE SALAMANDO MAGIC?

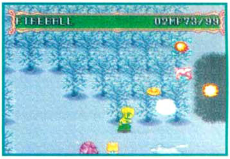
The people in the desert town of Kakkara will tell you about a city in the Ice Country that is as warm as a tropical town. Take the Cannon Travel Service to the Ice Country and walk up from your landing site to the Stove in the center of town. Stand in front of the Stove and press the B Button to release Salamando and learn his fiery magic spells. The girl will learn how to use the Flame Saber, Fire Bouquet and Blaze Wall spells; the Sprite will learn how to cast the Fireball, Exploder and Lava Wave spells.


I heard there's a town as warm as this one there!

When you talk to the people in Kakkara, they'll tell you about a hot spot in the Ice Country.


I hear something...
Shall I open it?
(Yes No)

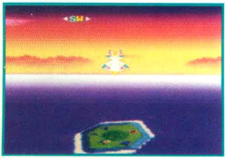
After landing in the Ice Country, walk up to the Stove in the center of town and press the B Button.


FIREBALL 02MP73/99

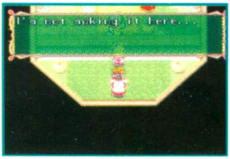
When you release Salamando, he will teach the girl and the Sprite how to use his fiery magic spells.

WHERE CAN I FIND THE SEA HARE'S TAIL?

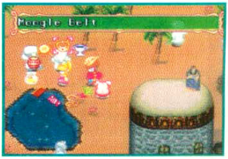
After you receive the Flammie Drum, return to Kakkara and summon Flammie. Fly southwest from the desert until you see a small, circular island. Land on it and enter the largest hut there. You'll be able to get the Sea Hare's Tail from the merchant inside. Give it to a man in Kakkara to get the Moogle Belt.



Fly south until you see the small, circular island.


I'm not making it here...

Enter the large hut and get the Sea Hare's Tail.


Moogle Belt

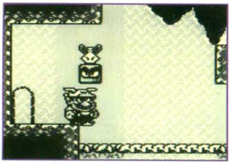
Give it to a man in Kakkara to get the Moogle Belt.

WARIO LAND SUPER MARIO LAND 3

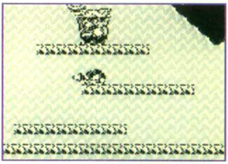
WHERE IS THE TREASURE ROOM IN LEVEL 9?

Shari Brown

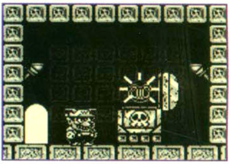
From the beginning, swim all the way to the right and go through the door there. Climb the ladders to another door. Enter and go to the left, past the door on the ledge, which leads to a Save Point and go through the door next to the wall. Jump up the ledges to the door above and go through it. Now go right and hit the second Face Block to get the Key. Carry it back to the left and break the cracked block on the ledge. While holding the Key, stand where the block was and press Up on the Control Pad to go through an invisible door. Go to the right and break through the blocks to reach the Treasure Chest, which holds the Harp.



The first Face Block holds a Jet Hat. Go to the right and hit the second one to get the Key.



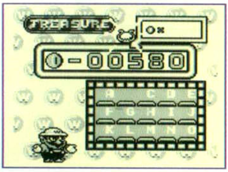
Go back to the left and break the cracked block. Stand where the block was and press Up.



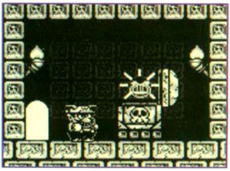
After stepping through the invisible door, go to the right, through the blocks, to get the Harp.

? HOW CAN I RECOVER A TREASURE THAT I'VE LOST? ?

In Wario Land, you'll have one of your Treasures taken away whenever you get the big "Game Over." To recover the Treasures, you'll have to return to the place where you originally found them to retrieve them again. Follow the same steps as before to find the Treasure Chests, and keep track of where you find each Treasure so you'll know exactly where to go to find it a second (third, fourth...) time.



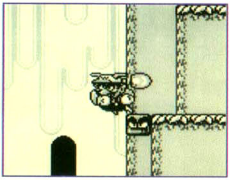
Whenever your character expires, you'll lose one of the precious Treasures from your collection.



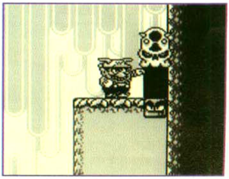
When you return to the chests where you first found the Treasures, they'll be back inside.

? HOW DO I REACH THE TREASURE CHEST IN LEVEL 11? ?

Work your way down the ledges, breaking the cracked blocks as you go. When you uncover a door, enter and swim to another door to the right. Go down the ladder and to the right. Don't enter the door there; instead, hit the Face Block to get the Jet Hat. Jump and fly up to the ledge on the left. Fly back and forth, from ledge to ledge, until you reach the top. Hit the Face Block on the left to get the Key that opens the Treasure Room on the right.



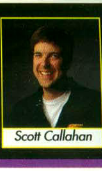
After climbing down the ladder, walk over to the right. Punch the Face Block to get the Jet Hat.



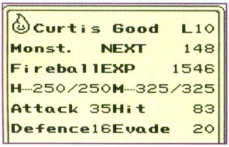
Fly from ledge to ledge to the top of the room. Take the Key from the Face Block to open the door.

FINAL FANTASY LEGEND III

HOW CAN I CHANGE BACK INTO A HUMAN?

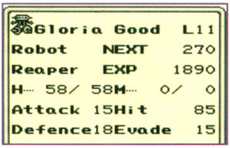

Scott Callahan

While players begin as humans, they can change their forms by either eating the Meat or installing the Parts left by defeated enemies. One piece of Meat turns humans into Beasts; two pieces turns them into Monsters. Installing one Part turns humans into Cyborgs; installing two makes them Robots. To revert to their human forms, Monsters must install two Parts and Robots must eat two pieces of Meat. Another way to change back into a human is to use the Flushex, which you'll acquire in the town of Lae in the Past. After you install the Flushex, walk to the right from the Warp tile and continue through the wall to a small pod. Step into the pod to change your character into a human. To switch characters, use the Select Button.



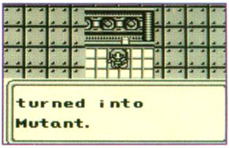
```
Curtis Good    L10
Monst.   NEXT  148
FireballEXP   1546
H-250/250M-325/325
Attack 35Hit    83
Defence16Evade  20
```

Eating one piece of meat turns humans into Beasts; eating two pieces makes them Monsters.



```
Gloria Good    L11
Robot    NEXT  270
Reaper   EXP  1890
H- 58/ 58M-  0/  0
Attack 15Hit    85
Defence18Evade  15
```

Humans can become Cyborgs by installing one Part. Installing two Parts turns them into Robots.

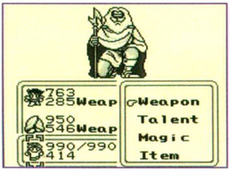


turned into Mutant.

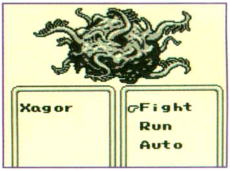
After you install the Flushex in the Falcon, go there to change your character back into human form.

HOW DO I DEFEAT SOL?

On the fourth floor of Xagor's Castle, you'll meet Sol, the Master. He'll tell you that he has imprisoned Xagor's evil spirit in his own body. To destroy the spirit, you must destroy Sol. Attack him using only your weapons. At the end of three rounds, Sol will tell you that you must defeat him before the spirit awakens. Continue to attack using only weapons. After four more rounds, you will defeat the Master and release Xagor's evil spirit.

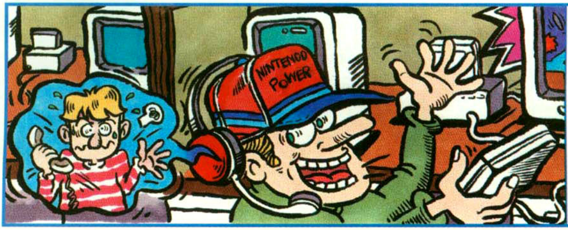


Sol, the Master, has imprisoned the evil spirit of Xagor inside himself. You must attack him to free the spirit. Mount your offensive using only weapons.



After seven rounds, the evil spirit will break free of Sol's body. The final battle sequence in the game pits you against the formidable Xagor.

PUZZLED? PERPLEXED? PERTURBED? SOLVE YOUR PROBLEMS BY CALLING THE PROS!



WRITE TO:
Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:
(206) 885-7529
Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.

EXTRA!

A STEP-BY-STEP GUIDE TO: CRYSTALIS

This month's Counselors' Corner Extra covers the entire first half of the NES game Crystalis, by SNK. Be sure to build up your character's level while you are playing through the game or you'll be too weak to beat the different bosses in the game.

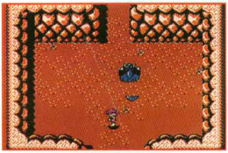
AREA 1 - WIND VALLEY

1 **Enter the Town of Leaf.** Talk to the elder in the upper left house to get the Sword of Wind. Talk to the man in the upper right house to receive $100, then buy the Alarm Flute.

2 **Get the Windmill Key.** From Leaf, follow the western mountain wall all the way up to Zebu's Cave and talk to him. When he asks you to start the Windmill, travel to the Windmill Cave in the upper right corner of the valley and use the Alarm Flute to wake the sleeping man inside the cave. He will give you the Windmill Key.

3 **Get the Refresh Spell.** Go to the Windmill and use the Key to start it. Return to Zebu's Cave and get the spell.

4 **Get the Ball of Wind.** Go to the Sealed Cave in the upper left corner of the Wind Valley. Enter the cave, follow the path to the upper right corner and climb down the stairs. Follow the path across a bridge, down to the bottom right corner and take the stairs. Go all the way to the right and take the stairs. Go all the way to the right, all the way down, then open the chest to find the Ball of Wind.



5 **Defeat the Vampire to get the Rabbit Boots.** After you find the Ball of Wind, walk up and take the first left passage to the end and take the stairs. Walk left past the stairs and take the first passage up. Walk up, destroy the wall using the Ball of Wind, and continue to the top. Walk right and take the stairs. Go all the way to the right, all the way up, then fight the Vampire. Collect the Rabbit Boots from the Chest.

6 **Go to Area 2: The Cordel Plains.** Continue up from where you fought the Vampire and follow the path until you exit the cave.

How to defeat the Vampire. You must be to at least Level 3 before you can defeat the Vampire. Use the Sword of Wind to attack the Vampire. It will take about 10 hits to defeat him.

AREA 2 - CORDEL PLAINS

1 **Go to the Town of Brynmaer.** When you talk to Akahana, he will ask you to find his lost statue.

2 **Find the Onyx Statue and get the Gas Mask.** Exit the town and walk to the right until you find a river. Follow the river up and right to the bridge. Cross the bridge and walk left into the deep grass. Walk around in the grass until you find the Onyx Statue. Return the statue to Akahana to get the Gas Mask.

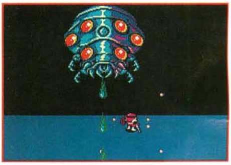
3 **Find the Town of Oak.** Exit the town, walk to the river, and cross the bridge again. Walk down and right through the poison ground, then to the right until you reach the mountains. Walk up and right and enter the Swamp Forest. Equip the Gas Mask. Walk toward the right to the first path that goes up. Walk all the way up, all the way to the right, and up into the Town of Oak. Talk to anyone in the town then return to the Cordel Plains.

4 **Get the Telepathy Spell.** Return to Brynmaer, then follow the mountains up past the cave and then to the right until you reach Tornel's Training Studio. Prove yourself by forcing Stom to the back wall, then receive the spell from Tornel.

5 **Get the Insect Flute.** Return to the Town of Oak and talk to the mother in the bottom house. She will ask you to find her lost boy. Exit Oak and walk all the way down. Go right to the first path going down, continue all the way down then left. When you find the small boy, return him to his mother in the Oak. She will give you the Insect Flute in return.

6 **Get the Sword of Fire.** Talk to the man in the upper house to get the sword.

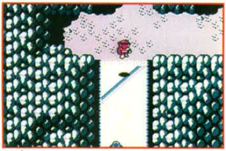
7 **Defeat the Giant Insect and get the Ball of Fire.** Exit the Town of Oak. Walk down to the first right path. Go all the way to the right then up until you reach a large open space. Use the Insect Flute to make the Giant Insect appear, then defeat it with the Sword of Fire. You will receive the Ball of Fire when you beat it.



8 **Proceed to Area 3: Mt. Sabre.** Return to the Town of Brynmaer, stay at the Inn, then save your game. Exit the town and follow the southern mountains to the entrance of Mt. Sabre in the lower left corner of the Cordel Plains.

AREA 3 - MT. SABRE

1 Get the Tornado Bracelet. On Mt. Sabre, follow the path to the left and up, then take the left path. Continue left until you reach the second ice slide going up. Equip the Rabbit Boots and deactivate or remove any spells, then hop up the ice slide. Walk right across the bridge and enter the cave. Walk up and destroy the wall with the Sword and Ball of Fire. Continue all the way up, all the way to the left, all the way up, then right to the next wall of ice. Destroy the wall and continue up. Open the chest to get the Tornado Bracelet.

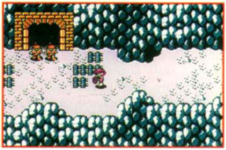


2 Get the Teleport Spell. Exit the cave and return to the ice slide. From the bottom of the slide, follow the path to the left, down and right to the cave entrance. Walk all the way up, all the way to the right, then walk up and destroy the ice wall. Continue up and follow the path to the end, then take the stairs. Walk up, to the right, then down and break the ice wall. Go to the right and take the stairs. Follow the path until it branches, then take the upper path. Follow this path down two staircases until you reach an ice wall. Destroy the wall and follow the path out of the cave. Talk to Tornel to receive the spell.

3 Talk to Zebu. Use the Teleport Spell to return to the Town of Leaf. Exit Leaf and work your way back to Zebu's cave. Destroy the ice wall behind Zebu then talk to him. He will instruct you to return to Leaf.

4 Return to the Town of Leaf. Talk to the Rabbit inside the upper left woodshed to learn about the missing villagers.

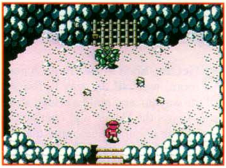
5 Go to Mt. Sabre North. Use the Teleport Spell to return to Oak. Exit the Swamp Forest and go north to the entrance to Mt. Sabre North. Follow the path to Nadare's Inn. Stay at the Inn then follow the path until you find the guards. Draw them away from the cave then enter it.



6 Find the Prison Key. Go all the way up and take the stairs. Follow the path left then go all the way down to exit the cave. Walk right and enter the next cave. Follow the path to the right then all the way up and take the stairs. Follow the path out of the cave. Take the path to the left and up, then enter the cave. Go to the right and take the first path up. Take the stairs, then follow the path until you exit the cave again. Go right and enter the cave. Go left, break the second ice wall and continue up. Talk to the prisoners, break the upper ice wall and collect the Prison Key.

7 Defeat General Kelbesque and get the Flame Bracelet. Go all the way down, back to the right, then break the ice wall. Continue up, talk to the prisoners and break the next ice wall. Follow the upper path until you are outside the cave. Go to the left and walk up the steps to find General Kelbesque. Defeat him, then open the chest to get the Flame Bracelet.

8 Get the Paralysis Spell and go on to Area 4. Enter the Locked Gate to find the elder and receive the Paralysis Spell. Continue past the elder and exit the cave. Go down the ice slide to begin Area 4.



Defeat General Kelbesque. Before you can defeat General Kelbesque, you must be at Level 7 or higher. Use the Sword of Wind at any power. Hit him quickly from the sides while you are dodging his shots.

ARMOR

Tanned Hide
+2 Armor Rating. Sold in Leaf for $100.

Leather Armor
+6 Armor Rating. Sold in Brynmaer for $140.

Bronze Armor
+10 Armor Rating. Sold in Portoa for $600.

Platinum Armor
+14 Armor Rating. Sold in Amazones for $1800, in Portoa for $2000.

Soldier Suit
+18 Armor Rating. Sold in Swan for $3000.

Ceramic Suit
+24 Armor Rating and protects against fire. Sold in Shyron for $5500, in Swan for $6500.

Battle Armor
+20 Armor Rating and protects against poison. Found in the Oasis Cave.

Psycho Armor
+32 Armor Rating and restores your life. Found inside the Pyramid.

SHIELDS

Carapace Shield
+2 Shield Rating. Sold in Brynmaer for $70, in Leaf for $80.

Bronze Shield
+6 Shield Rating. Sold in Brynmaer for $220.

Platinum Shield
+8 Shield Rating. Sold in Amazones for $1300, in Portoa for $1500.

Mirrored Shield
+12 Shield Rating and protects against petrification. Sold in Amazones for $2000.

Ceramic Shield
+18 Shield Rating and protects against fire. Sold in Swan for $2500.

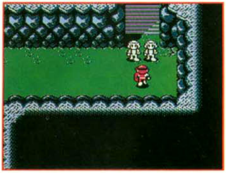
Sacred Shield
+16 Shield Rating and protects against paralyzation. Sold in Shyron for $6000, in Amazones for $9000.

Battle Shield
+24 Shield Rating. Sold in Shyron for $5000, in Swan for $6000.

Psycho Shield
+32 Shield Rating and protects against all special attacks. Found in the Cave of Styx.

AREA 4 - THE CAPITAL OF WATER

1 **Get the Flute of Lime.** Talk to the Fortune-Teller in the upper right building. Enter the Queen's castle in the upper left corner of Portoa. Go through the center door, talk to the Queen, then exit the castle. Go back and talk to the Fortune-Teller again. Return to the castle. When you walk in the first door, quickly step to the left and paralyze the guard before he can block the door. Enter the Queen's chamber, then exit through the back. Go back to the Fortune-Teller, then return to the Queen again. She will give you the Flute of Lime.

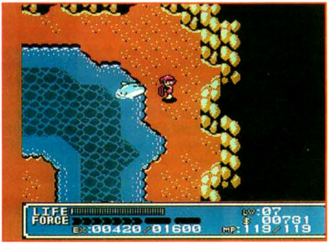


2 **Get the Sword of Water.** From the town of Portoa, work your way up and right until you find a waterfall. Walk behind the waterfall and follow the path until it branches in three directions. Take the right path and follow it to the stairs. Walk up and right to the stone people. Use the Flute of Lime to restore them to normal, then take the stairs. Go all the way up, then follow the right-hand path until you reach an ice wall. Destroy the wall and continue up. Follow the path to the river, then go up and take the first path to the right. Destroy the wall and open the chest to find the sword.

3 **Get the Shield Ring.** After getting the Sword of Water, walk left to the river, head down, then take the first path to the right and follow it to the stairs. Take the stairs, and continue following the path until you reach a three-way intersection. Follow the left-hand path to the ice wall. Destroy the wall and continue up. Go all the way up, all the way to the right, all the way up and open the chest to get the Flute of Lime. Go back down and take the first path to the left. Walk left, take the first path leading up, then use the flute to return Akahana to normal. Get the ring from Akahana before he leaves.

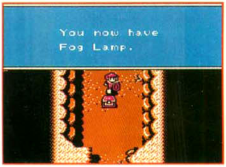
4 **Get the Ball of Ice.** Exit the Waterfall Cave and return to Portoa. After staying at the Inn, exit the town and walk right to the bridge. Cross the bridge, walk down to the mountains, then follow them to the right. Walk down through the mountains, then continue following them to the left. Eventually, you'll reach a path heading down and left. Take the path, then walk toward the upper left corner until you find the Lime Tree Lake. Rage will give you the Ball of Ice.

5 **Get the Recover Spell.** Return to the town of Portoa, purchase a Medical Herb, then enter the castle. Exit into the caves behind the Queen's chambers. Follow the river until you see a narrow spot in the river below you. Use the Sword of Water to build a bridge, then cross the river and continue right. Take the passage down, enter the second door, and walk back up to the river. Build a bridge above you and cross the river again. Enter the doorway to the right of the bridge and talk to Asina to get the spell.



6 **Get the Shell Flute.** From Asina's room, walk all the way to the left, all the way up, and build a bridge above you. Cross the bridge and continue up to the sick dolphin. Make sure that you are completely healed, then use a Medical Herb to cure the dolphin. He will give you the Shell Flute.

7 **Get the Fog Lamp.** Return to Portoa, exit the town, then walk right until the river blocks your path. Go up a few steps and build a bridge across the narrow spot in the river. Continue walking to the right then enter the cave. Walk all the way up and all the way to the left. Continue your way up and take the first path to the right. Go all the way to the right, all the way down, then take the stairs. Step right and go down the stairs. Go all the way to the right, all the way down, go left and take the first path going down. Go all the way down, head all the way right, then take the stairs. Go all the way left, all the way up, then right and take the first path down. Work your way past two rock walls, go right, then follow the path until you find a chest. Open the chest to find the lamp.



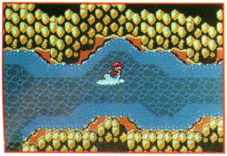
You now have
Fog Lamp.

8 **Get the Kirisa Plant.** After you find the Fog Lamp, find your way out of the cave. Return to Portoa and stay at the Inn. Exit the town, walk right to the bridge and down across the river. Walk down and right, then take the passage down through the mountains. On the other side of the passage, walk along the river until you find a place to build an ice bridge. Cross the river, continue walking right and enter the cave. Follow the path to the end and take the stairs. Go right and take the first path going down. Walk all the way down, all the way to the left, and climb the stairs. Follow the path to the end and take the stairs. When you are outside, walk around in the upper right patch of bushes to find the Kirisa Plant.

9 **Go to the Angry Sea.** Return to the Town of Portoa and enter the building on the far left side of town. Give the Fog Lamp to the man at the top of the room. Go outside and hop into the boat. You'll ride to Area 5: The Angry Sea.

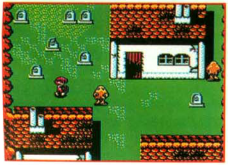
AREA 5 - THE ANGRY SEA

1 Find the Love Pendant. While you are on the beach, use the Shell Flute to call the dolphin and ride it along the mountains on your left. Follow the mountains up, to the left, down, then back to the right. Enter the cave that you find there. Ride all around on the dolphin while you are inside the cave until you find the Love Pendant.



2 Go to the Town of Joel. Return to the beach hut then ride the dolphin straight up until you find an island. Land on the beach and enter the cave on the south end of the island. Talk to Ralph, the elder of Joel, in the upper left building.

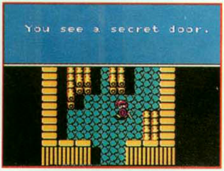
3 Get the Iron Necklace. Exit the town of Joel, call the dolphin, and ride it up and left to Evil Spirit Island. Enter the cave on the south side of the island, and ride to the beach on the right side of the cave, then take the stairs. Follow the path to the river, walk all the way down, then right to the narrow spot in the river. Build a bridge above you and cross the river. Walk all the way to the left, all the way up, all the way to the right, then down to the narrow spot in the river. Make a bridge to your right and cross the river. Go all the way up, then left to the third path going up. Follow the path to the end and take the stairs. Walk all the way to the left, all the way down, all the way to the left, then follow the path to the stairs. Go left to the river, all the way down, then build a bridge to your left. Cross the river, walk up and open the chest to get the necklace.



4 Find the Zombie Town. After getting the Iron Necklace, go back and take the stairs. Go all the way to the left, all the way down, all the way to the right, then up to the first path going right. Walk all the way to the right, all the way up, then head right to the first path leading down. Work your way down across the moving platform, all the way to the left, and all the way down. Go left and take the stairs to enter the town.

5 Get the Broken Statue. Work your way to the top of the Zombie Town and enter the castle. Walk up to the four-way intersection, go all the way to the right, then continue up to the Vampire's room. Defeat the Vampire then take the stairs. Walk up and take the first path going left. Go all the way to the left, all the way down, all the way to the right, then go up and take the stairs. Continue up and attack the woman in the first room (it's Sabera in disguise). Don't continue up or you will be trapped! Defeat Sabera to receive the statue.

6 Get the Eye Glasses. Return to the Zombie Town and talk to Clark in the basement of the lower left building.

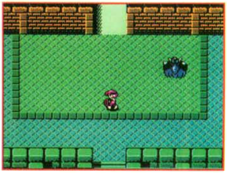


You see a secret door.

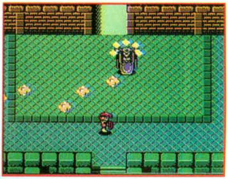
7 Get the Glowing Lamp. Return to the Town of Joel and purchase the Alarm Flute from the store. Enter the woodshed next to the upper left building and use the Eye Glasses to find the secret passage. Take the passage, then enter the Lighthouse. Walk up to Kensu and use the Alarm Flute to awaken him. Open the chest he leaves behind to find the Lamp.

8 Calm the Angry Sea. Use the Glowing Lamp to repair the Broken Statue. Take the Gold Statue to the far western island and place it on the Sea Altar. You can now travel to the northern part of the ocean.

9 Get the Barrier Spell and find Swan. Ride the dolphin to the upper left corner of the ocean area and go up between two large rocks. On your way through, Asina will give you the spell. Continue up and land at the upper right beach. Walk up to enter the town of Swan, the beginning of Area 6: A Port Town.



Defeat the Vampire. You must be at least to Level 10 to hurt him. Use the Sword of Wind at any power while dodging the bats and hit him 7-12 times. Once he's defeated, open the chest to get a Fruit of Power.



Defeat Sabera the Witch. You must be at least to Level 11 to hurt her. Use the Sword of Fire at any power while dodging her fireballs and hit her 3-9 times. Once she's defeated, open the chest to get the Broken Statue.

NEXT ISSUE:

Our Hero's adventure continues into stranger lands, full of even more powerful enemies. Check out next month's Counselors' Corner Extra for a complete walk-through of Areas 6 through 10. All answers will be revealed!

NINTENDO POWER

POWER PLAYER'S CHALLENGE

Send in your scores! Even if you are the best video game player in the world, we can't print your high scores unless you send them in. Here are some new challenges for you to try, but we'll take your older scores as well!

CHALLENGE

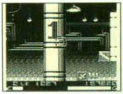
YOSHI'S COOKIE

What's your best score on the Action Mode?

Start on an early stage and keep building your score!

T2: THE ARCADE GAME

What is your highest score at the end of Stage 1?



Take a photo of the screen before you go on to Stage 2.

ACTRAISER 2

What is the best score you can rack up in your quest to save the world?

You'll have to finish off each boss on your first attempt or you'll lose points!

CLAY FIGHTER

What is the best finishing score you can get?

Try to beat all of your competitors without being defeated.

DISNEY'S DUCKTALES 2

How much money can you collect in the game?

Help Uncle Scrooge collect all of the hidden treasure in the game.

JURASSIC PARK

What is your lowest score after collecting all 18 Velociraptor Eggs?

JURASSIC PARK
17
eggs left

Try to avoid shooting dinosaurs when you can!

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include the following; Name, address and Membership Number of the player and a photograph of the completed challenge (which includes the system in the photo). All entries must be received by April 30, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff. All decisions are final.

NBA JAM

How many three-pointers can you make in a one-player game?

Take a photo of the Final Game Stats screen and send us your record.

POWER PLAYERS

TECMO SUPER BOWL

Biggest annihilation.

Matt Pearl Brunswich, NJ	75-03
Daniel Heil Brooklyn, OH	79-07
Jeff Moore Franklyn, TX	84-13
Joshua Holmes Pennsville, NJ	89-12
Justin Hochevar Sheffield Lake. OH	108-40
Mike Rozzell Piedmont, OK	56-00
Bobby Falagrady Trinidad, CO	55-00
Kevin Badenna Madison, WI	55-00
Eric Blahut Audubon, PA	58-07
Matt Volk Waylund, ME	43-06

PILOTWINGS

Best Score on Level 4.

Brian Benintendi Yakima, WA	459 pts
Ron Benintendi Yakima, WA	457 pts
Stephen Jacquet Bedford Heights, OH	415 pts
Charlie Merritt Petalunia, CA	415 pts
Keith Laws Kannapolis, NC	385 pts
Russ Randel St. Paul, MN	380 pts

NES OPEN TOURNAMENT GOLF

Best scores on the U.S. Course.

Jeremy Gynke Lincoln Park, MI	-20
Micheal Zumwalt Omaha, NE	-19
Rich Pelshaw Omaha, NE	-19

Best Scores on the UK Course.

Ashley Sanders Atkins, IA	-19
Todd Tomczak South Bend, IN	-18
Tom Smith Los Angeles, CA	-18
Bob Stroess Appleton, WI	-18

Best Scores on Japan Course.

Cheryl Honeywell Miami, FL	-20
Martin-Pierre Lussier St. Hyacinthe, PQ	-19
Tom Smith Los Angeles, CA	-19
Bob Stroess Appleton, WI	-19

SUPER MARIO KART

Best time on Choco Island 1.

Joyce Schwarz Madison, WI	1:07:26
Greg Benevent Wexford, PA	1:10:53
Adam Lechner Mayville, WI	1:12:16

ADDAMS FAMILY

Finished game with only three hearts.

John Shea Seattle, WA	Finished
Casey Johnson Jackson, MI	Finished
Kelly Goodman San Francisco, CA	Finished
Anthony Mendez Memphis, TN	Finished
Doug Shepard San Antonio, TX	Finished

SUPER MARIO LAND 2: 6 GOLDEN COINS

Found every world in the game.

Keith Grace Wyoming, MI	Finished
Mike Lavoie Norwich, CT	Finished
Margaret Miler Riverton, WY	Finished
Ryan Adams Fairfield, CA	Finished

FINAL FANTASY

Finished the game with four white wizards.

Josh Campbell Denver, CO	Finished
Lisa Brooks Vancouver, BC	Finished
Zack Beck Washington, DC	Finished

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

Send to ➜

NINTENDO POWER PLAYER'S CHALLENGE
P.O. Box 97033
Redmond, WA. 98073-9733

WHAT'S UP AT Interplay™

In the ten years since it was founded, California-based Interplay Productions, Inc. has developed a reputation for producing top quality, original PC and video games, such as The Lost Vikings, Clay Fighter, Rock 'N' Roll Racing and Out of This World. How does it consistently hit on winning formulas? And just what makes its games so good? Nintendo Power recently visited Interplay's Irvine offices to find out more about the company.

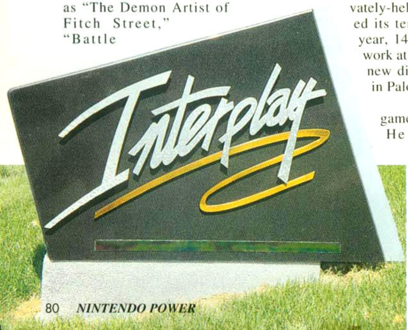
From the outside, Interplay's cookie-cutter office building looks like any other. Step inside, though, and you'll see a company that's anything but average. The lobby, dominated by a huge Interplay logo, is bustling, and beyond is a labyrinth of hallways lined with cubicles and offices where producers, programmers, artists and musicians are working on their latest projects. The environment is high energy yet casual, with the kind of clutter that says there's room for creative expression. And the name plates on cubicles and office doors don't carry the same mundane titles you'd find in most offices. Here you'll find "titles" such as "The Demon Artist of Fitch Street," "Battle Chess Lifer" and "Seeker of the Inner Loop."

Interplay's president, Brian Fargo, who suspects that he has lots of "unofficial" titles, founded the company in 1983 when he was only 20. He and a staff of four set out to "make games for gamers by gamers." His philosophy was that people who are avid gamers themselves best know the qualities that make great games. It's a principle that has served Interplay well. When the privately-held company celebrated its tenth anniversary last year, 140 people reported to work at the Irvine office, and new divisions have opened in Palo Alto and the U.K.

"GAMES FOR GAMERS, BY GAMERS"

Fargo was a major game player growing up. He shelled out mass quarters on arcade titles such as Space Wars, Asteroids and Missile Command, and he owned all of the first-generation systems. It wasn't until he got an Apple II computer that he realized that he could actually make a career of making games. He became one of the first in the industry to take a "studio" approach to producing games, bringing together programmers, artists, musicians and directors as teams to create games. Interplay's first title was Mindshadow, a graphic adventure for Activision. In its early years, Interplay produced PC titles, including classics such as The Bard's Tale and Battle Chess, but in 1990 it developed its first game for the NES, Swords & Serpents, which was published by Acclaim. It both developed and published RPM Racing late in 1991 and developed one more game, Star Trek, for Konami, before concentrating on making its own original titles for the Super NES. Today, about half of Interplay's business is cartridge-system based.

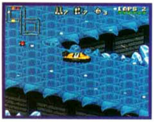
Although it started as a developer and still does much of its game development internally, Interplay has made the unusual transition from developer to publisher and now hires developers from outside the company to work on some projects. Game producer Alan Pavlish (who has the unofficial title, "Big Time Producer—No More Mr. Nice Guy") has seen development



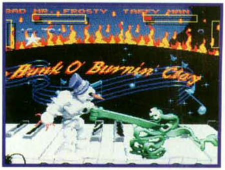
PRODUCING GAMES THESE DAYS IS LIKE MAKING LITTLE MOVIES.......

teams grow in size as technology has evolved and the games themselves have become more complex. He says that producing games these days is almost like making little movies: They need art directors, script writers and music directors to produce the soundtracks. (For more on Interplay's A.R.D.I. Sound System and its innovative use of music and sound, see the Sound Success article in January's Super Power Club special section.)

From the beginning, Interplay has worked hard to earn its reputation for making good games. Fargo and Pavlish both emphasized how important game quality is. Fargo said he started out with the thought, "If we make good games, we'll do well." And Pavlish stated his goal, as game producer, simply: "Make great games." What that translates to, for Interplay, is that the games don't go to the store shelves until they're ready. That sometimes means missing the best sales season in order to finish the game right instead of rushing to get their products out for, say, the holiday buying season, as some companies might. Rock 'N' Roll Racing is a good example of Interplay's attention to detail. When we first saw the game at the 1993 winter CES, it looked like it was essentially a finished game. Interplay wasn't satisfied with the play control, though, and spent about six more months fine-tuning the game—which is longer than some companies spend making a game from start to finish. The tweaking paid off for Interplay: Rock 'N' Roll Racing ended up with great play control and is one of its best sellers.



So where do the ideas for great games like Rock 'N' Roll Racing come from? Interplay's producers draw their ideas from all sorts of sources: books they've read, stories they've heard, television shows they've seen. They also look at other games that are out there. For example if you hadn't noticed that street fighting games are hot, you must have been locked in a dark closet somewhere for the last year with earplugs firmly in place. Seeing the demand, Interplay decided to produce one of its own—but one with an Interplay twist. Thus was born Clay Fighter, a fighting game with an attitude and a sense of humor all its own. Who needs blood and guts when you have claymation figures who can attack with killer hair-dos and bouncing bellies? Thousands of gamers who agree have made Clay Fighter Interplay's biggest selling game to date.



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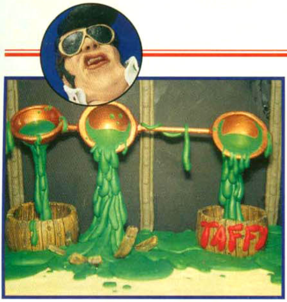
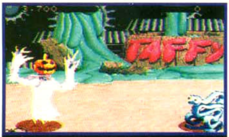
INTERPLAY ON THE CUTTING EDGE

Interplay is continuing to push the limits of existing hardware with its innovative games and is looking to the future with a hot lineup for '94 and beyond. While the buzzword in the industry is technology, Fargo thinks that accessibility is the real story of the near future. He's excited about fiber optics and the technology behind Nintendo's Gateway. In the future, he sees it being very easy for the whole world to turn on the T.V., tune to channel four and play a video game—from Interplay, of course. What particular title? It may be one of the new games shown on the following pages in the works at Interplay.

BLUE SUEDE GOO
ICKYBOD

The King lives! As you'll see on the next page, Elvis lives on--in a big way--in Interplay's sequel to Clay Fighter.

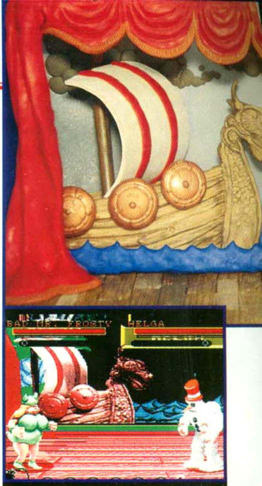




Clay Fighter Tournament Edition backgrounds were sculpted out of clay.

COMING UP FROM INTERPLAY CLAYMATES/CLAY FIGHTER

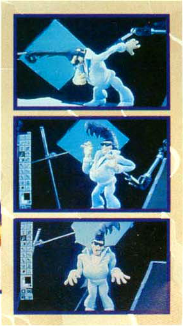
Some new titles will be coming soon to Interplay's claymation scene. Hot on the heels of Clay Fighter and the recently released Claymates come a 24-meg Clay Fighter Tournament Edition and, later this year, Clay Fighter II. Producer Jeremy Airey (aka "Clayman & Street Fighter II Guru") showed us not only a working version of Tournament Edition, but also some of the actual molded clay backdrops used in the game's background, including one truly scary hunka hunka burnin' love. The Clay Fighter development team really went clay crazy in this one: Everything, including backgrounds, characters, titles and credits, is made of clay. Also new in this title are the three tournament play modes: Double Elimination, Single Elimination and Sudden Death. There is also a training mode that lets players practice particular moves and an option that lets players alter the color palette. When they first started out with the claymation process, Airey says that they photographed the clay objects using a standard 35 mm camera. They've improved on the process by filming the objects using a Hi-8 video camera connected to a Macintosh computer. As for Clay Fighter II, Bad Mr. Frosty and Taffy will be back in slightly new forms, but the rest of the cast will be all new. Airey shared early sketches of some of the characters, which include a shade-sporting kangaroo named Roo and a female Gorilla who attacks with her purse.



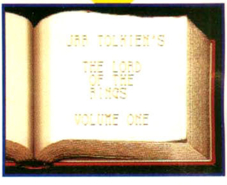
A clay ship sails into the background in another of Clay Fighter Tournament Edition's scenes.

BLACKTHORNE

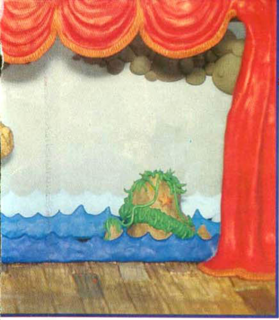
In addition to Clay Fighter Tournament Edition, Blackthorne, a sci-fi action/adventure, is coming soon. It's similar in look and feel to Out of This World, but an advanced rotoscoping method was used to produce even smoother and more realistic animation. The game features an all-new character, Kyle Blackthorne, in a quest to recover the fragmented energy source known as the Lifestone. The animation and sound are amazing, and the game play incorporates Interplay's trademark problem-solving with action and adventure. Interplay is planning to develop the character of Kyle Blackthorne in other media, as well, so you'll be hearing much more about this newcomer in the months to come.



THE LORD OF THE RINGS

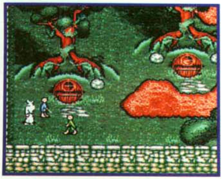


Based on the classic J.R.R. Tolkien novel, The Lord of the Rings is a huge adventure that brings all of the characters from the fantasy to life in rotoscoped animation. Although the



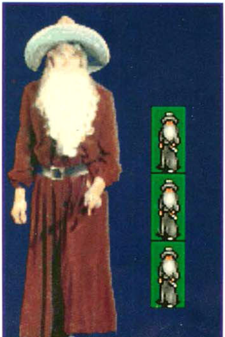
technology used to create the different characters varies, producer Matt Findley ("The Commissioner") strong-armed whatever co-workers were handy, making them put on costumes so he could film in real time the actual movements that the characters make in the game. Using a Sony Hi-8 video camera and a production quality VCR connected to a Macintosh computer, he was able to grab 30 frames of movement per second. The project's artists went to work next, rendering the characters frame by frame using the Deluxe Paint Animation program. They copied the filmed motion and light movement exactly, adding the final colors and patterns for each character. Although we can show you screen shots of what the characters look like, still photos really don't do the game justice. The smooth, life-like animation in the game just doesn't show up in still shots, so you'll have to see the real thing in action before judging this one. They were putting the finishing touches on the game's sound track when we visited, and the samples we heard showed lots of richly orchestrated variety. The game is Super NES Mouse compatible, and your party can range in size from one to seven members. With the Multi-tap, up to five can play simultaneously. It's a completely non-linear game, and Findley estimates that it will take about 70 hours of play time to complete it.

Matt Findley *is* the Lord of the Rings. When we visited, he showed us how the characters were animated.

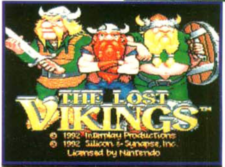


BUT WAIT--THERE'S MORE

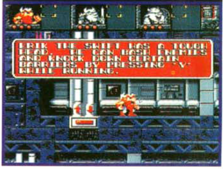
Farther out on the horizon are Star Trek: Starfleet Academy and The Lost Vikings II. Erik the Swift, Baleog the Fierce and Olaf the Stout will all be back for a second puzzling adventure, and this time they're so lost, they can't even find themselves. What they will find, though, are some new characters along the way who have special abilities that will help them out of sticky situations. This sequel will be a three-player game and will be accompanied by a new, original soundtrack.



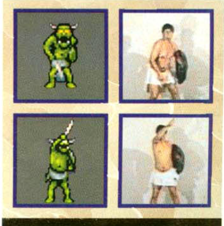
What ended up as Gandalf started with Alan Pavlish in a bathrobe, wearing a sombrero, holding a beard in his mouth.



When they find themselves, Olaf, Baleog and Erik will be back in The Lost Vikings II


ERIK THE SWIFT HAS A TOUGH HEAD. HE CAN BASH ENEMIES AND KNOCK DOWN CERTAIN BARRIERS BY PRESSING 'Y' WHILE RUNNING.

Space travelers of a different sort, the crew from Star Trek will be appearing in Star Trek: Starfleet Academy, the Starship Bridge Simulator later this year. Unlike the Star Trek adventure titles out there, this one is a flight sim that puts you on the bridge of one of three different starships for one of an expected 24 scenarios. The eight-meg game uses high-speed, 3-D polygon graphics and features William Shatner's digitized voice. Game producer Jeremy Barnes ("Morpheus Blackstaff") says that you'll have to mind your manners. Interaction outside the sim portion of the game includes talking to and working with crew members, and how you treat them can make a difference in the outcome of your flight.

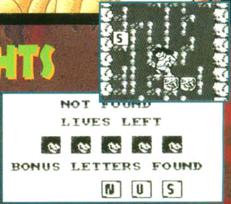


Findley got others in the office to play the parts of other Lord of the Rings characters.

PREHISTORIK MAN™

PREHISTORIK HIGHLIGHTS

From deep within the heart of the ancient Rain Forests, to the modern, liquid crystal display of your Game Boy comes this vine-swinging, monster-whomping, cave-crumbling action-adventure game from those time-warping wonder wizards at Titus. As Prehistorik Man, the stone-age super hero of centuries past, you must Club your way through five fearful Stages in order to collect enough food for the Fall feast. Everyone in the home village is relying on Prehistorik Man to come through with the goodies. This isn't any berry-picking, walk in the woods though, there are all sorts of hard-headed horrors just waiting to make a meal out of our hero himself! Luckily, the Forest's secrets aren't entirely unfriendly . . .

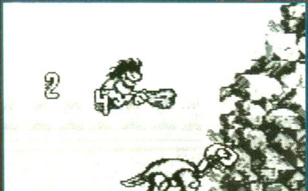

NOT FOUND

LIVES LEFT

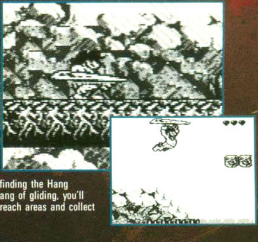
BONUS LETTERS FOUND

N U S

Find the Secret Letters hidden in the levels and spell "BONUS" to receive a big boost.



Prehistorik Man must battle brutal Brontosauruses, "pterrible" Pterodactyls, death-defying Dragonflies as well as other bone-crushing beasts of the Forest.



Enjoy extra excitement by finding the Hang Glider. Once you get the hang of gliding, you'll be able to explore hard-to-reach areas and collect many useful items.

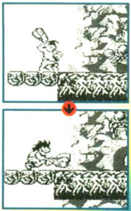
STAGE 1

THE MOUNTAIN

Prehistorik Man begins with a quest for the Lighter in the monstrous and mountainous setting of Stage One. Not only does he have to fight off bevies of bothersome beasts, there are many elevators and precarious platforms to negotiate. Be sure your sandals are strapped on tight!

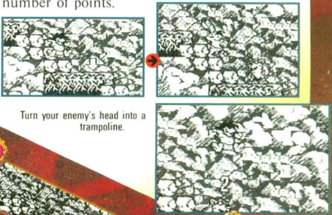
1 PREHISTORIK TOOLS

Prehistorik Man appears to be an average cave man type, but he is able to wield primitive weapons with great skill. In the beginning, he is equipped with a Club. In Stage Two, he discovers the Mallet. Stage Three is home to the Hang Glider, and in Stage Four, an Axe awaits.

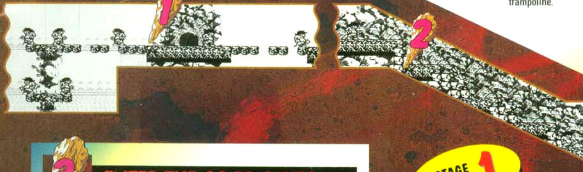


2 AN ARROW ON THE ENEMY

When Arrows appear, it's a sign that enemies are near, so get your weapon ready! You can either Club the beast for points, jump on its head once to get a high boost, or bounce repeatedly to rack up double or even triple the number of points.

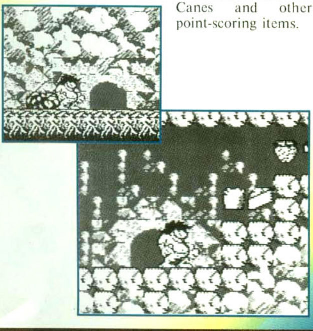


Turn your enemy's head into a trampoline.



3 ENTER THE COOL CAVES

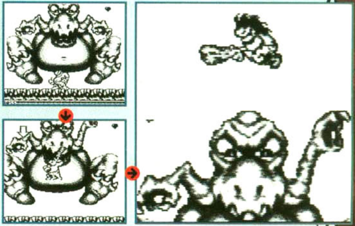
In order for Prehistorik Man to explore the Caves, you must press Down on the Control Pad in front of the entrance. Once inside those creepy caverns, carefully search for caches of hidden Cakes, Canes and other point-scoring items.



STAGE BOSS 1

TERRIBLE T-REX

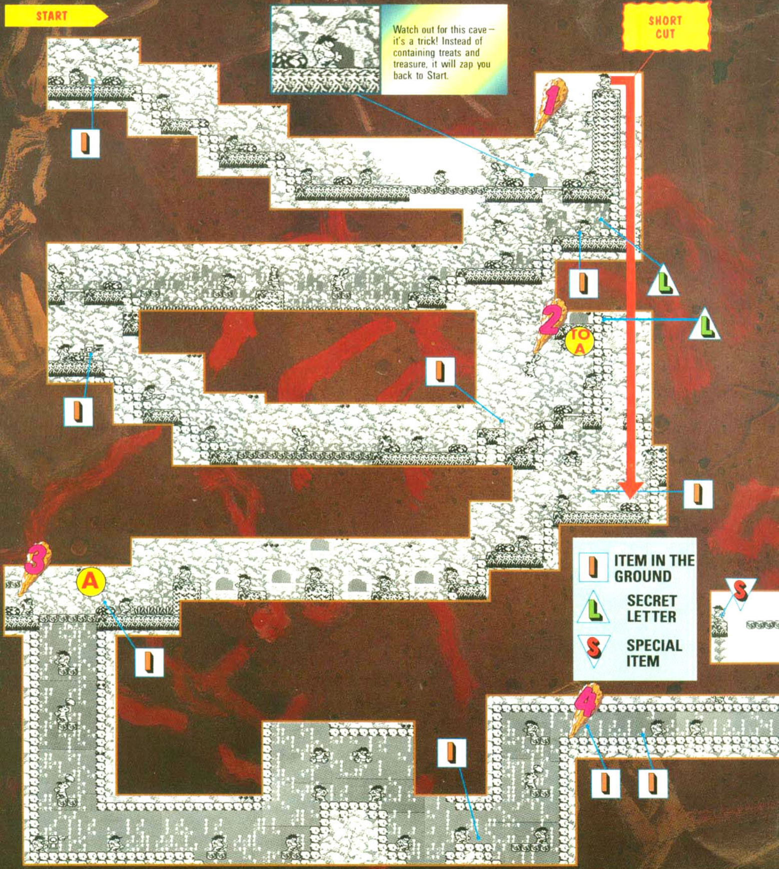
Stay out from underneath this beast's feet! A safer place to stand is right under his tummy. The arrows will tell you which target to aim for. Jump and hit and follow the arrows. To finish him off, hit the top of his head.



STAGE 2

THE CAVES

Finding the Fork is the name of the game in the cold, dark caves of Stage Two. This Stage is a long one, but there are many helpful items to pick up, as well as a few tricks, warps and short cuts that will make your journey easier. Keep your eyes peeled for the Mallet—it will pack a wallop when you need it most.



Watch out for this cave—it's a trick! Instead of containing treats and treasure, it will zap you back to Start.

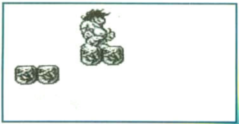
ITEM IN THE GROUND

L SECRET LETTER

S SPECIAL ITEM

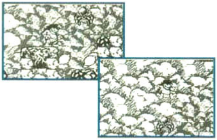
1 SHORT CUT

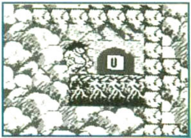
Sometimes you can use the slinky Spiders to get an extra high boost in the air. Once you make it to the high ledge in the upper right of this stage, use your Club to discover hidden platforms.



2 BONUS LETTER & WARP

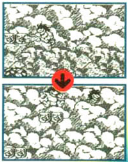
Catch a bouncy boost from the Spider to reach the high platform and collect a Bonus Letter. Enter the cave and you'll warp to a spot further ahead in the level, or for an added challenge, jump back down and continue without warping.





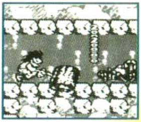
3 1-UP

Be sure to check high and low for hidden platforms and extra items. For example, a wonderful 1-Up can be found up above, but you have to swing your Club in order to reveal the steps that take you there.



4 SPIDER

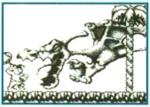
If you have the time, here is an excellent way to collect multiple 1-Ups. Stand on the second stone from the left and swing your Mallet. Spiders will keep coming and so will the points!

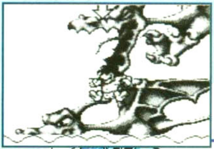


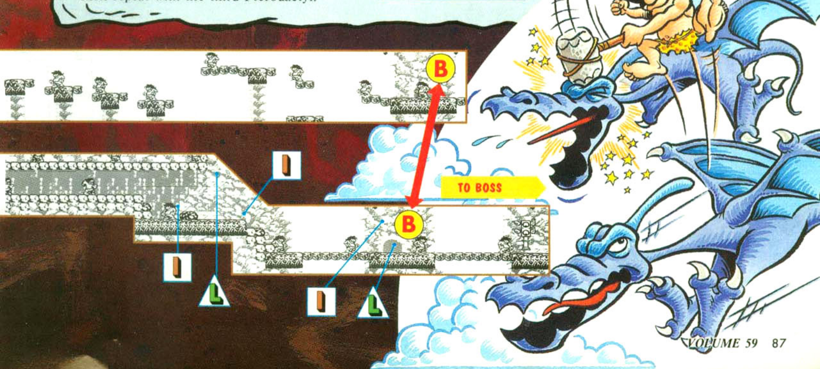
STAGE BOSS 2

FLY THE UNFRIENDLY SKIES

The Bosses of Stage Two are a flock of "pterrible" Pterodactyls! Stand on the left side of the screen and hit the first on the head until an arrow appears on his neck. Jump up onto his neck and ride along until the second Boss comes. Watch the arrows and keep hitting, then repeat with the third Pterodactyl.







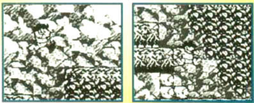
STAGE 3

THE FOREST FRINGE

As he heads into the Forest Fringe, Prehistorik Man is about half way through his long and tiresome journey. Hidden in the Forest, however, are all sorts of exciting items to locate. The most unique discovery will be the Hang Glider. With he gets in some practice, there won't be any stopping a daring, young Prehistorik Man in his flying machine!

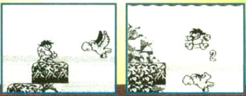
1 WHICH WAY?

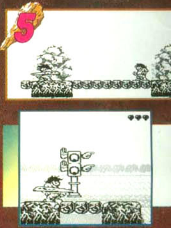
The choice is up to you—take the high road, which leads above ground, or the lower route through the dense forest underbrush.

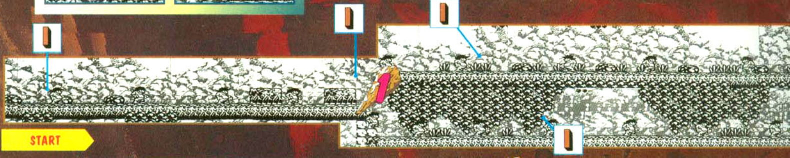


2 BIRD JUMP

With a little practice, you'll be able to use this passing Parrot in two ways—catch a ride on his back or jump up and down to score the points.

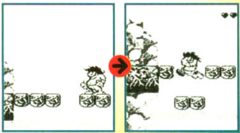






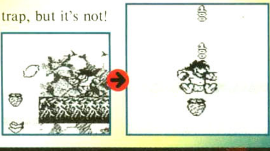
3 SINKING PLATFORM

Watch those last couple of stones—one false step and you could be sent permanently into some unfriendly air space!



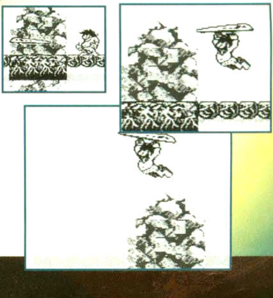
4 ITEM FREE FALL

This looks like a trap, but it's not! Go ahead and take the plunge for a treasure trove of treats.



5 HANG TIME

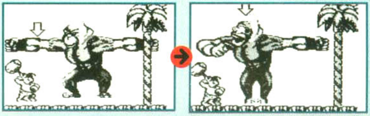
Have we happened across a prehistoric paper plane? No, it's the Hang Glider and it's time to take off! Press B on the Control Pad to lift off, then press Up and Down to raise and lower the nose of the Glider. Head downward to pick up momentum, then back up to climb. You'll be an expert prehistoric pilot in no time!

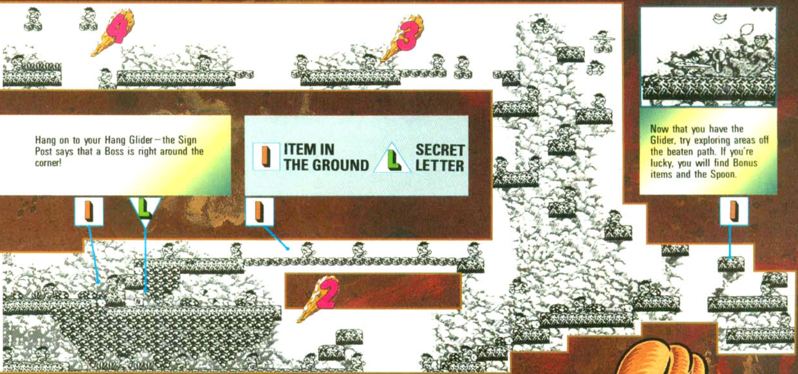


STAGE 3 BOSS

AN ANGRY APE

This hairy, obnoxious Ape will jump around and beat on his chest, but don't let that scare you off. Use your Mallet and swing at his arms when the arrows appear. After a few good hits, his arms will stay tucked in, and an arrow will appear on top of his head. You know what that means—let him have it!





Hang on to your Hang Glider—the Sign Post says that a Boss is right around the corner!

I ITEM IN THE GROUND

L SECRET LETTER

Now that you have the Glider, try exploring areas off the beaten path. If you're lucky, you will find Bonus items and the Spoon.

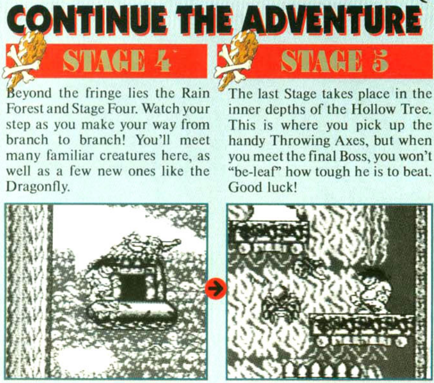
CONTINUE THE ADVENTURE

STAGE 4

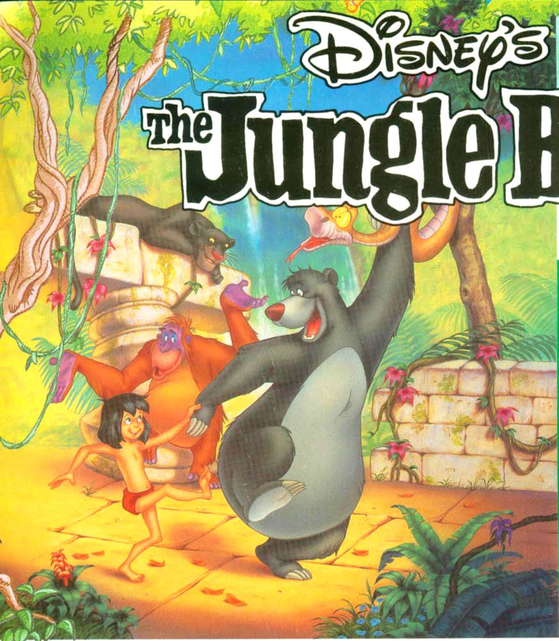
Beyond the fringe lies the Rain Forest and Stage Four. Watch your step as you make your way from branch to branch! You'll meet many familiar creatures here, as well as a few new ones like the Dragonfly.

STAGE 5

The last Stage takes place in the inner depths of the Hollow Tree. This is where you pick up the handy Throwing Axes, but when you meet the final Boss, you won't "be-leaf" how tough he is to beat. Good luck!



Disney's The Jungle Book



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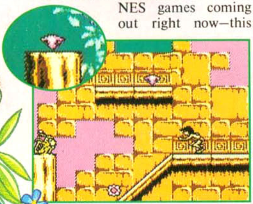
JUNGLE BOY MAKES GOOD!

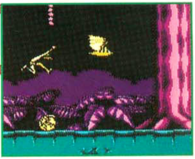
During The Jungle Book, the movie, Mowgli is always saved by Bagheera the panther or Baloo the bear or some other jungle friend. That's not the case in Virgin Games' newest NES outing, The Jungle Book. Mowgli, a rather spry young waif, must rely on his own skills and a few odd weapons consisting mostly of bananas.

BY THE BOOK

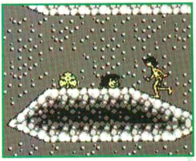
The Jungle Book, the game, basically follows the story line of the movie. That really helps! There aren't many NES games coming out right now—this one definitely deserves a look. Since many players will be familiar with the characters, The Jungle Book delivers a more enjoyable play experience. Play control is good and Mowgli's movements are well animated and well-defined. The difficulty level, when set at the default "normal" setting, allows players of all ages to jump right in and start working their way through the stages. The Expert difficulty level ups the attack power of enemies. Some stages must be completed by collecting a certain quantity of Gems, but others also require you to battle a boss character in order to continue.



Finding and collecting Diamonds is the key to completing most of the stages in The Jungle Book.



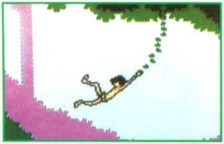
All ten stages are side-scrolling. The various enemies will keep you on your toes.

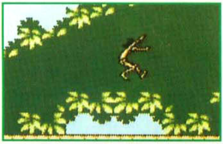


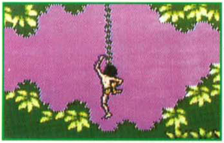
By defeating a certain enemy in each stage, Mowgli will get a Shovel that will take him to a Bonus Round.

JUNGLE MOVES!

You can see how agile Mowgli is even before you begin playing. On the title screen, Mowgli runs in and pushes the text out of view. The motions are very realistic. You'll appreciate the work that went into making him move the way he does.

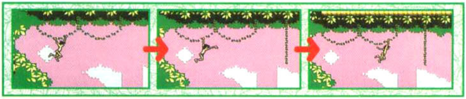






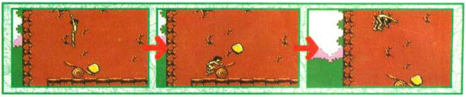
LITTLE SWINGER

Mowgli uses vines to get around in some areas. He'll grab on to them if you're holding the Control Pad in the right direction.



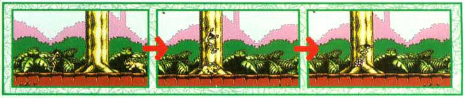
CATA-PROPULSION

Jumping on the "empty" end of a catapult will launch Mowgli skyward. There are bound to be some precious Gems in the upper regions.

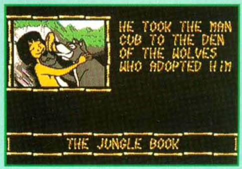


SQUASH 'EM!

Even though Mowgli is hardly more than a featherweight, he's got enough heft to flatten wart hogs, monkeys, toads and other random baddies.



THE JUNGLE BOOK STORY



HE TOOK THE MAN CUB TO THE DEN OF THE WOLVES WHO ADOPTED HIM

THE JUNGLE BOOK

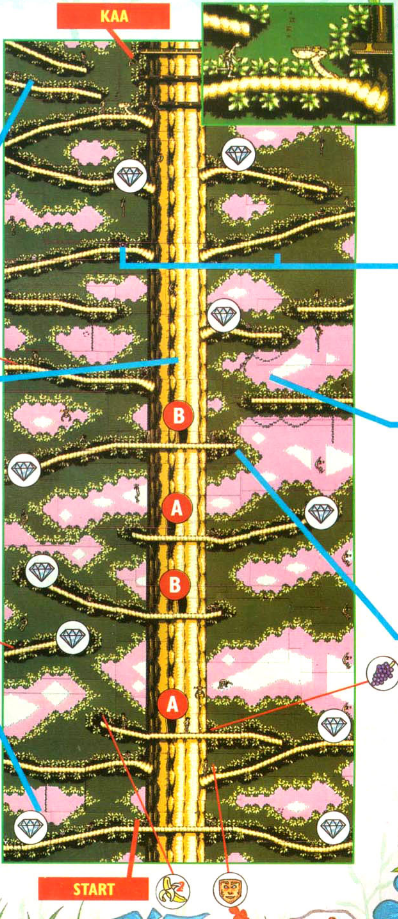
The Jungle Book, in its animated form, has been viewed and loved by millions of people. As you may already know, The Jungle Book story begins with Mowgli, orphaned shortly after birth in the jungle, being taken in, befriended and raised by a pack of wolves. Several years pass and the wolf pack votes that young Mowgli should be returned to the "man-village." Mowgli doesn't think this is such a good idea but is more or less duped into going with Bagheera, his loyal panther friend, to the man-village. As they journey, characters like Kaa, the sneaky snake, Baloo the friendly bear, an orangutan named King Louie, and the king of the jungle, Shere Khan, appear and play integral roles in the story. Ultimately, though, it's good ol' Baloo that explains the Bare Necessities to Mowgli and teaches him the meaning of what a true friend is. In the end, Mowgli does go to the man-village, but he will never forget who his real friends are. The stages in the game follow the major events of the story and the major characters remain true to form. It's a fun movie that also makes for a fun game! This is one game that accurately matches the age of the movie audience to the age of the game players.

LEVEL 2 THE GREAT TREE

COLLECT

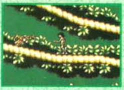
x 10

The Great Tree is home to Kaa, the giant boa. A slithering character with a crazed look in his eyes, Kaa doesn't take kindly to visitors encroaching on his property. That is, if anyone can figure out a way to get to the top of the tree! If you know how the doors work, it's easy!



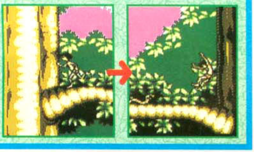
MONKEY DISCIPLINE

The primate on the branch just to the left of Kaa is a nuisance. Teach him a lesson in banana-tossing. Defeating him will earn you a Shovel!



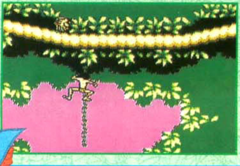
LOOK OUT BELOW!

Mowgli must make this semi-blind jump in order to continue up the tree. Don't make a full jump—you're likely to land on a small snake. Ouch!



WAIT A SECOND

Cling to the vine until you make sure that the enemy on the branch rolls away, then climb on up.



JUNGLE ICONS

DIAMOND

Diamonds are key to making it through the Levels. Get 'em!

GRAPES

Bunches of Grapes are essential for energy replacement.

BOOMERANG

Just another cool weapon that Mowgli has at his disposal.

BANANAS

Mowgli can throw two Bananas at once with this item.

MASK

If used, the power of the Mask makes Mowgli invincible.

STONES

Yet again, more neat things to throw at what ails you.

CLOCK

Extra time will be added to the timer when you snag Clocks.

1-UP

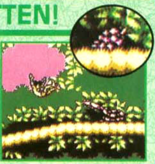
The more Mowglis, the merrier!

A~G

TRANSPORTER

Entering doorways transports Mowgli elsewhere...and back.

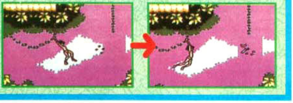
SNAKE-BITTEN!



The snakes in the tree are liable to spit venom at Mowgli. Defeat the first to earn Grapes and the second to score a Clock.

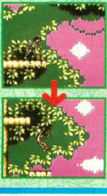
NEED SOME RAID?

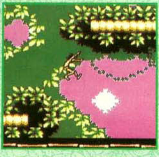
Pesky little groups of jungle mosquitoes can be obliterated with a few Bananas. Hang back and hurl, Mowgli!



DON'T WAIT! JUMP!

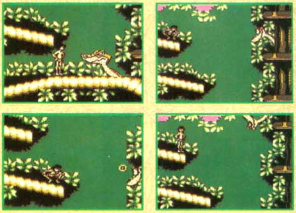
The end of the branch in the photo isn't very stable and will break off if Mowgli stands on it for too long. Get a running start and then jump out to grab the vine.



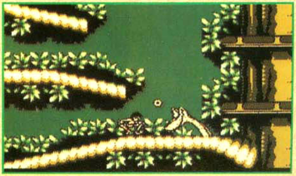


KAA THE SNAKE

Kaa awakens when you approach if you have collected all ten Gems in the Great Tree. You can use your Mask power to repel Kaa's hypnotizing shots while you attack.



Kaa moves to one of four locations when he attacks. Jump up and down on the branches accordingly for your attacks.



To conserve energy, push Select. Access the Mask item when one of Kaa's shots is about to hit you, then turn it off.

LEVEL 4 THE RIVER

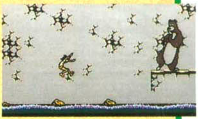
COLLECT

x 10

By the time you get to Level 4, you should be more than familiar with all of the moves that Mowgli can do. Precise jumping skills are needed in order to make it to the end of The River to meet with Baloo. It will take some convincing to get the bear to help you.

BALOO

This chart shows you how the rocks sink when Baloo crashes down with each successive jump. Jump carefully while tossing whatever you've got.

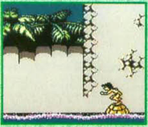


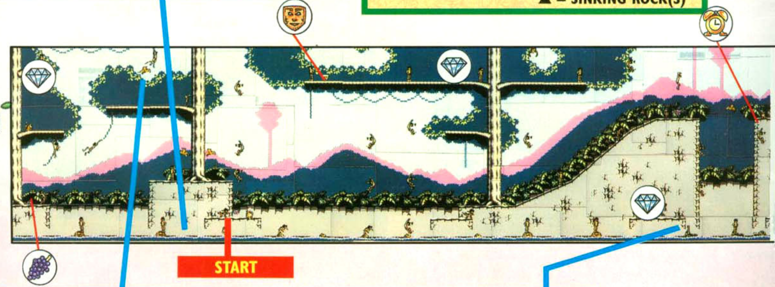
1	▲ △ △	8	△ ▲ △
2	△ ▲ △	9	▲ △ ▲
3	△ △ ▲	10	▲ ▲ ▲
4	▲ △ ▲	11	▲ △ △
5	▲ ▲ ▲	12	△ △ △
6	▲ △ ▲	13	▲ △ △
7	▲ △ △	14	▲ △ △

▲ = SINKING ROCK(S)

GO WEST, YOUNG IMP

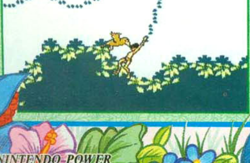
Don't let the "normal" side-scrolling routine of heading off to the right lead you into missing the Diamond that is located to Mowgli's left. Begin by riding the turtle shell over to the left and jumping to the ledge. The Diamond is high up in the far left tree.





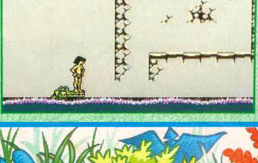
DIRTY BIRD

This bird is quite a nuisance because it flies back and forth right in the path of your swing when you're on the vine.



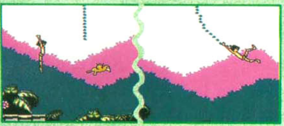
CROCODILE ROCK

While riding on the croc's head, use the Mask item to make yourself invincible if you have it. If not, jump carefully!



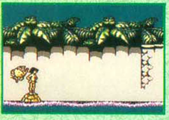
HIGH JUMPING

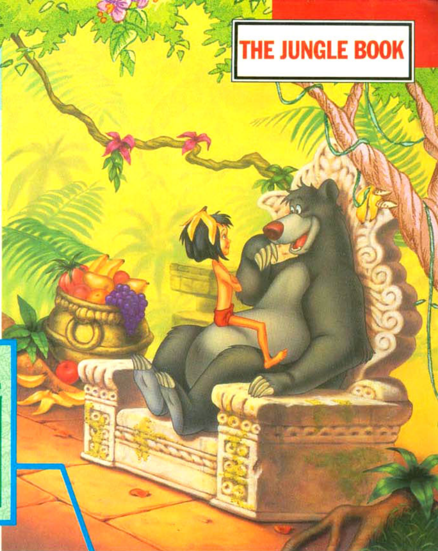
Stand on the edge of the branch, press Up while holding down the B Button and then press the A Button to jump up, out, and over to the vine. Just watch out for the bird!

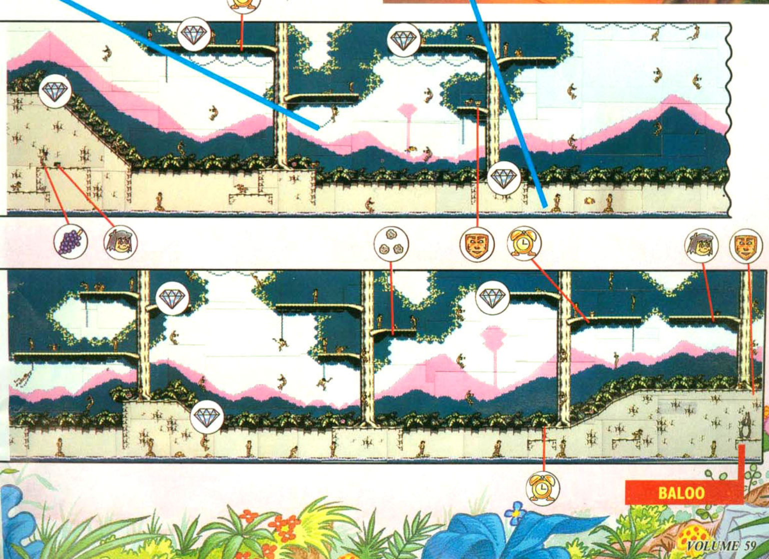


PIRANHA ATTACK!

You can tell where the Piranhas are going to appear because you'll see bubbles on the water's surface a second before they jump.







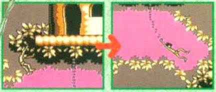
LEVEL 6 THE TREE VILLAGE

COLLECT
x 10

It's extremely easy to get lost in The Tree Village because the area is so similar looking in various locations and the Transporter doors take you to so many different places. It's a good thing we've provided you with a map! Follow it!

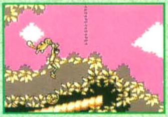
ANOTHER BIG JUMP

Mowgli won't be able to make the branch in this area with a big jump, but he'll be able to catch the vine that hangs from the branch and then climb up.



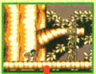
SQUIRREL TROUBLE

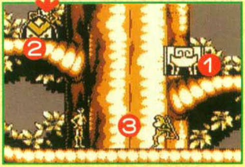
The Squirrel's odd pattern of movement may throw you off, so take a little time and peg him with a few well-placed Bananas.

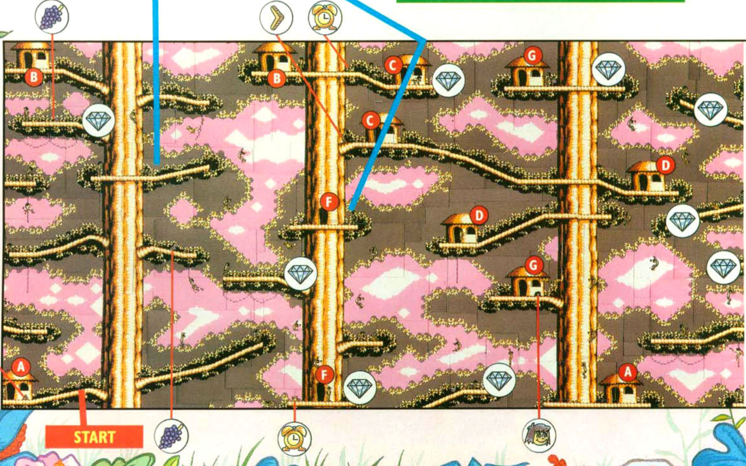


TREE BOP

After you complete the tree maze and collect all ten Gems, make your way to the upper right corner of the area to take on the three monkeys. They try to hide behind a giant shield, but you just have to wait for them to attack you first to get a clear shot at them. Nail one at a time.





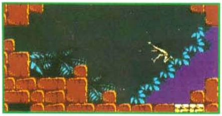


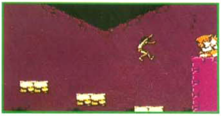
LEVEL 8 FALLING RUINS

COLLECT

x 1

Mowgli only has to collect one Gem in order to finish Level 8? Sounds easy, huh? Nope. Mowgli must scamper up The Ruins by jumping onto about 100 brittle ledges. He won't be able to stand on them because they will fall after about two seconds.

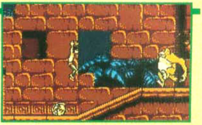


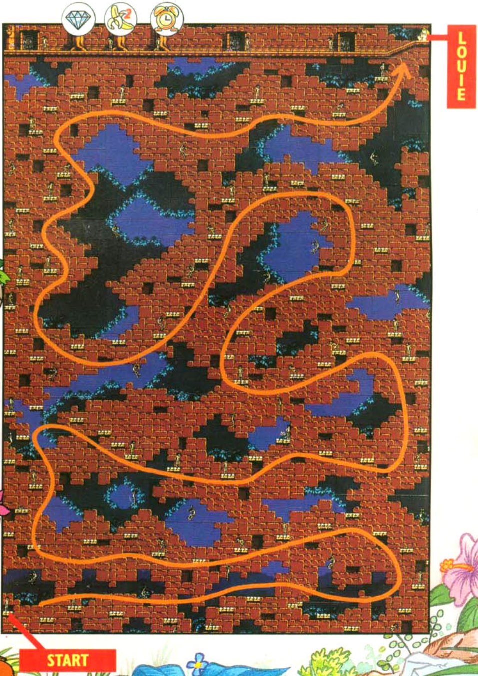


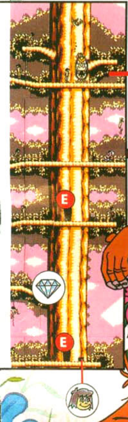
Shere Khan, the great tiger, awaits the appearance of Mowgli in The Jungle Book's last level.

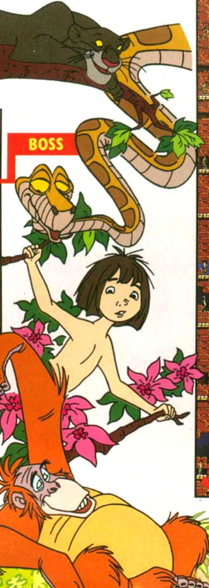
KING LOUIE

King Louie takes his primate helpers in hand and "bowls" them at Mowgli. Just jump over them and pelt the King with Bananas.









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PLAYER'S POLL CONTEST

GET YOUR KICKS AT THE WORLD CUP

GRAND PRIZE

- SEE THE WORLD'S BEST SOCCER STARS COMPETE IN THE WORLD CUP FINAL MATCHES IN LOS ANGELES
- TAKE HOME AN OFFICIAL WORLD CUP USA '94 SOCCER BALL AND DUFFEL BAG
- SCORE WORLD CUP USA '94 FOR YOUR SUPER NES FROM U.S. GOLD

WorldCupUSA94
Nintendo
U.S. GOLD
SUPER NINTENDO

PLAYER'S POLL CONTEST

SECOND PRIZE

10 WINNERS

OFFICIAL WORLD CUP USA '94 FINALE SOCCER BALLS

Mitre
WorldCup USA94
WorldCup USA94
USA94
WorldCup USA94
SUPER NINTENDO

WORLD CUP USA '94 DUFFEL BAGS

WORLD CUP USA '94 FOR YOUR SUPER NES FROM U.S. GOLD

THIRD PRIZE

50 WINNERS

WORLD CLASS NINTENDO POWER T-SHIRTS

SHOW YOUR TEAM SPIRIT–
WEAR A POWER T!

OFFICIAL CONTEST RULES

To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 59, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 59
P.O. BOX 97062
REDMOND, WA 98073 9762

One entry per person, please. All entries must be postmarked no later than May 1, 1994. We are not responsible for lost or misdirected mail. On or about May 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per household.

Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after May 31, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is $5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

TOP
20
NINTENDO POWER
P

APRIL 1994

The fighting gets brutal this month. Mortal Kombat, which has topped the charts for the last four months, got knocked down by the old champion, Street Fighter II Turbo! Ken Griffey Jr. hits the Top 20 just in time for baseball season, checking in at the number twelve spot.

SUPER NES

1 15,352 POINTS
8 MONTHS

STREET FIGHTER II TURBO

GUILE
KO
67
M.BISON

Street Fighter II Turbo is making a major comeback with the Players this month. How will this fight go next month?

2 14,119 POINTS
5 MONTHS

MORTAL KOMBAT

SCORPION WINS

It's a tough choice between these two great fighting games. Although this game was the Dealers' favorite, it still slipped down a notch.

3 12,860 POINTS
28 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link's Super NES adventure is bringing in the points, even after two years on the charts!

4 8,907 POINTS

SUPER MARIO ALL-STARS

With four games on one Game Pak, Super Mario All-Stars offers something for everyone.

5 8,630 POINTS

SUPER MARIO KART

The racers are back on track and speeding their way back to the top!

6	8,201 POINTS	SECRET OF MANA
7	7,288 POINTS	DISNEY'S ALADDIN
8	6,668 POINTS	STAR FOX
9	6,659 POINTS	NHL STANLEY CUP
10	5,854 POINTS	MADDEN NFL '94
11	5,109 POINTS	NBA JAM
12	4,866 POINTS	KEN GRIFFEY JR. PRESENTS MLB
13	4,748 POINTS	TMNT TOURNAMENT FIGHTERS
14	4,733 POINTS	CLAY FIGHTER
15	4,390 POINTS	MARIO PAINT
16	4,385 POINTS	JURASSIC PARK
17	4,367 POINTS	FINAL FANTASY II
18	4,108 POINTS	STREET FIGHTER II: THE WORLD WARRIOR
19	3,828 POINTS	SUPER EMPIRE STRIKES BACK
20	3,792 POINTS	SUPER BOMBERMAN

GAME BOY

1 19,777 POINTS
12 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING

Wake the Wind Fish before it is too late! If you haven't played this game, grab it quick!

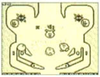
2 13,701 POINTS
19 MONTHS

SUPER MARIO LAND 2: 6 GOLDEN COINS

Mario's biggest Game Boy adventure is still at the top of the charts, but Wario's adventure is heading toward the ceiling!

3 13,490 POINTS
5 MONTHS

KIRBY'S PINBALL LAND



This hybrid of video game and pinball will offer players hours of fun. No quarters needed!

4 13,190 POINTS

KIRBY'S DREAM LAND

Kirby is dreaming of retaking the top. Can he do it?

5 10,466 POINTS

TETRIS 2

The two-player option has this Game Pak selling twice as fast.

6	9,769 POINTS	MORTAL KOMBAT
7	8,979 POINTS	SUPER MARIO LAND
8	8,450 POINTS	TETRIS
9	8,307 POINTS	METROID II: SAMUS RETURNS
10	5,808 POINTS	FACEBALL 2000
11	5,785 POINTS	JURASSIC PARK
12	5,401 POINTS	MEGA MAN IV
13	5,212 POINTS	WARIO LAND: SUPER MARIO LAND 3
14	4,710 POINTS	DR. MARIO
15	3,775 POINTS	FINAL FANTASY LEGEND III
16	3,680 POINTS	FINAL FANTASY ADVENTURE
17	3,240 POINTS	YOSHI'S COOKIE
18	3,116 POINTS	FINAL FANTASY LEGEND II
19	2,575 POINTS	FINAL FANTASY LEGEND
20	2,397 POINTS	TMNT III: RADICAL RESCUE

NES

1 11,674 POINTS
9 MONTHS

KIRBY'S ADVENTURE

Kirby is king! He's tough enough to fight his way back to the top spot!

2 11,397 POINTS
3 MONTHS

TETRIS 2

The puzzling action just keeps coming and coming. Is there an end to this great game?

3 10,356 POINTS
55 MONTHS

SUPER MARIO BROS. 3

Mario may have slipped a little, but third place is still a great showing.

4 10,253 POINTS

THE LEGEND OF ZELDA

As soon as you get to the end of Link's first game, you just want to play it again!

5 9,832 POINTS

TMNT 3: THE MANHATTAN PROJECT

Turtle-mania is back again! TMNT III jumps eight places and into the top five.

6	9,589 POINTS	MEGA MAN VI
7	7,548 POINTS	DR. MARIO
8	5,883 POINTS	METROID
9	5,520 POINTS	TECMO SUPER BOWL
10	4,672 POINTS	FINAL FANTASY
11	4,536 POINTS	MEGA MAN V
12	4,499 POINTS	SUPER MARIO BROS. 2
13	4,246 POINTS	JURASSIC PARK
14	4,207 POINTS	TETRIS
15	4,119 POINTS	MONOPOLY
16	3,921 POINTS	ZODA'S REVENGE: STAR TROPICS II
17	3,857 POINTS	VEGAS DREAMS
18	3,836 POINTS	ZELDA II: THE ADVENTURE OF LINK
19	3,570 POINTS	NES OPEN TOURNAMENT GOLF
20	3,490 POINTS	MEGA MAN IV

NOW PLAYING

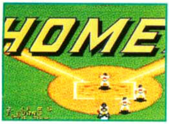
APRIL
1994

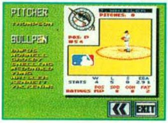
LOOK FOR THESE RELEASES SOON

KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL

Company	Nintendo
Suggested Retail Price	$49.95
Release Date	April 1994
Memory Size	16 Megabits
Game Type	Baseball for one or two players

Ken Griffey Jr. helped develop the ultimate 16-bit video baseball game for Nintendo, and it's right on base. This month's Sports Scene covers Griffey MLB in an opening day of this baseball season special edition.





+ Great animation and play control combined with the best options in any Super NES baseball game. The AI is unmatched by other baseball sims. It's both realistic and fun with battery backed up memory.

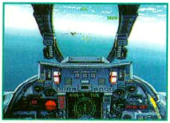
– The game does not include the MLBPA license, but it does have an editor so you can change player names. Some purists might not like the fact that season stats are kept only for one team.

TURN & BURN: NO FLY ZONE

Company	Absolute
Suggested Retail Price	$64.95
Release Date	April 1994
Memory Size	16 Megabits
Game Type	Combat flight sim for one player

The graphics are so realistic once you're in the cockpit of this F-14 Tomcat that you'll wish you had a seat harness. From the carrier deck to dogfights in the clouds, fly alongside our test pilot in this month's Power review.

+ Realistic cockpit graphics and exterior views. The controls are easy to master, but they also seem realistic

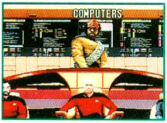


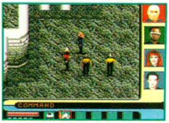
– The missions don't offer much tactical variety for the pilot.

STAR TREK: THE NEXT GENERATION

Company	Spectrum Holobyte
Suggested Retail Price	Not Available
Release Date	April 1994
Memory Size	16 Megabits
Game Type	Sci-fi adventure

You're in command of the starship Enterprise on its 16 meg journey to find new life and civilizations and to boldly blast aliens who blast at you first.





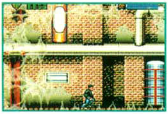
+ The game closely resembles the hit TV series in many ways. The story is involving. Away Team adventures are varied and fun. Good sound and graphics.

– The action battles occur too often, involve little strategy, and slow down the game.

TIME TRAX

Company	Malibu
Suggested Retail Price	$59.95
Release Date	April 1994
Memory Size	8 Megabits
Game Type	Action for one player

Darien Lambert comes back from the future to track time-traveling criminals in the 20th Century, and now you can join in the action. This eight-level action game is based on the Prime Time Network adventure. This month's review will keep you up-to-date.



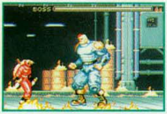
+ Darien has cool moves like the Time Stall that slows down everything but himself. Good graphics and play control. Much more fun than the TV show.

− The gold tokens collected for Mash-Ti combat don't seem to have any purpose.

NINJA WARRIORS

Company	Taito
Suggested Retail Price	Not Available
Release Date	April 1994
Memory Size	12 Megabits
Game Type	Scrolling fighter for one player

A rebel faction seeks to overthrow the tyrant leader of the nation, and you will be the instrument of his destruction. In Ninja Warriors, you choose to be one of three super android forms and wail on everything that moves in eight hard-fought levels of martial arts action.



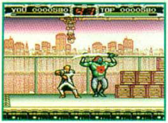
+ Easy to play. Cool characters.

− Neither very challenging nor inventive.

X-KALIBER

Company	Activision
Suggested Retail Price	$59.99
Release Date	April 1994
Memory Size	8 Megabits
Game Type	Action for one or two players

New York of the future is a violent place where warlords fight each other for control of the streets. As a special forces agent armed with an awesome sword, you must brave the dangers to save your partner. Nintendo Power takes you into the heat of the action.



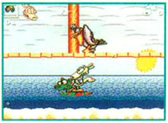
+ Variety of play is impressive, especially with the two-player battle mode, which is like a street fighting game. Good play control.

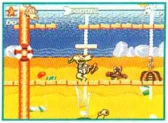
− In the scrolling game, the six stages are fairly similar. Game time for most players will be fairly short.

ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY

Company	Viacom
Suggested Retail Price	Not Available
Release Date	April 1994
Memory Size	12 Megabits
Game Type	Cartoon puzzle/action for one player

Rocko the wallaby must lead his pal Spunky through a dangerous world, but Spunky is blind to the peril and keeps moving forward. It's up to Rocko to prepare the way by cleverly dispatching enemies, creating bridges and passages and in so doing saving Spunky from himself. Many of the stages almost seem like puzzles, but you have the added time element of Spunky moving steadily forward, forcing you to act.





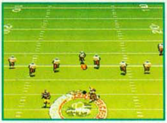
+ This is a very clever idea with some challenging puzzles to clear. The graphics, based on the Nicktoons cartoon, look great. The password allows you to skip levels you've already completed.

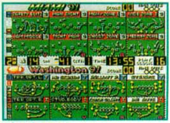
− Play control has too much drift, so you never feel as if you have good control over Rocko. Since many of the puzzle elements require precise control, this game can be overly challenging.

BILL WALSH COLLEGE FOOTBALL

Company	Electronic Arts
Suggested Retail Price	$59.95
Release Date	April 1994
Memory Size	8 Megabits
Game Type	Football for up to five players

Legendary coach Bill Walsh of the Stanford Cardinal puts his face and wisdom on the line of scrimmage with this game. The engine that drives it is very similar to the one in Madden NFL '94, and so are the options, including the best college teams of recent decades. The 24 teams from the 1992 season may not have the school logos, but they do resemble those teams in the way they play.





+ Excellent play control. You can play using past national championship teams. The five-player, multi-tap option is great. Passwords save an 11-game season.

− The play selection screen graphics are difficult to read. The on-field graphics aren't as sharp as Madden NFL '94. Real school names and logos are not used.

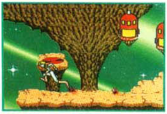
SPACE ACE

Company	**Absolute**
Suggested Retail Price	**$59.95**
Release Date	**April 1994**
Memory Size	**8 Megabits**
Game Type	**Action**

Cartoons come to life when the evil Borf attacks Earth with the diabolical Infanto Ray that turns everyone into babies. You take on the action role of Dexter, Earth-hero, who must run, jump and blast his way to victory.

+ Great graphics that could be straight out of a cartoon or comic book.

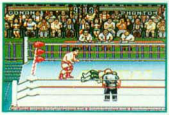
− The play control is unforgiving. One slight misstep and Dexter bites it. As a result, you'll spend a lot of time covering the same ground.

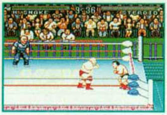


NATSUME CHAMPIONSHIP WRESTLING

Company	**Natsume**
Suggested Retail Price	**$69.95**
Release Date	**April 1994**
Memory Size	**16 Megabits**
Game Type	**Wrestling for one or two players**

Say hello to wrestling Natsume style. You can join in the Tournament, Tag Match, Round Robin or Exhibition. The game features many complex moves set up like a street fighting martial arts game with weak, medium and strong variations.





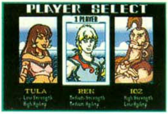
+ Good graphics. Lots of moves.

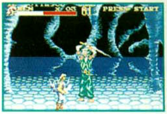
− No real wrestlers. Complex play control.

PIRATES OF DARK WATER

Company	**Sunsoft**
Suggested Retail Price	**$59.99**
Release Date	**April 1994**
Memory Size	**8 Megabits**
Game Type	**Comic action for one or two players**

It's seven-plus stages of action on the seven seas of Mer where the king is dying and the pirate-lord Bloth will do anything to stop Ren, Ioz and Tula from saving the world from the Dark Water. Two of the heroes can take on the pirates simultaneously in a Battletoads type of fight that ranges vertically as well as horizontally and includes the ability to clobber your companion. The backgrounds are also full of actions with dragon riders flying to the attack and eventually landing in the foreground. Heroes use martial arts or their weapons, plus each of them has a special move that drains some of their energy.





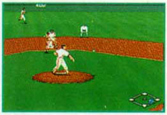
+ Excellent character graphics and some interesting elements like the action in the backgrounds and the obstacles and traps that you can make use of in your fighting strategy.

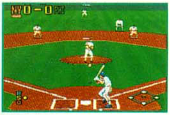
− The enemies are not very challenging, but they look great. The animation is stiff and depth perception can be difficult when you're fighting on the edge of a cliff reminiscent of Battletoads games.

SUPER BASES LOADED 2

Company	**Jaleco**
Suggested Retail Price	**Not Available**
Release Date	**April 1994**
Memory Size	**12 Megabits**
Game Type	**Baseball for one or two players**

Super Bases Loaded 2 features Mode 7 scaling on infield plays and a more traditional overhead look when the ball is smacked into the outfield or over the wall. A special DSP chip is used to speed up the calculations necessary for the scaling effect. Like previous Bases Loaded games, the teams and players are fictitious. Options include Auto Fielding for either the infield or outfield, choosing the number of innings, and turning Errors On or Off. In the team edit mode you can create a squad of super players with skill ratings from one to eight in five skill categories. You can play a 162-game season and check a full range of statistics including league leaders.





+ The infield animation looks great, but even with the DSP it is slow. You can create your own team. Great stats.

− In spite of the DSP chip, Super Bases Loaded has slow play, especially in the infield, and there are no licenses to add a sense of reality.

SUPER CHASE HQ

Company	**Taito**
Suggested Retail Price	**Not Available**
Release Date	**February 1994**
Memory Size	**8 Megabits**
Game Type	**Driving action**

Criminal elements have taken to the road once again, and you're just the cop to drive them to justice. You'll race after the getaway car, which has a dramatic lead, and ram it into submission once you catch up to it.

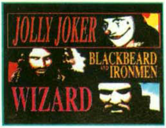
+ Good graphics. Passwords.

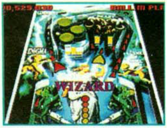
− Driving control doesn't feel very realistic and the game is not overly challenging.

SUPER PINBALL: BEHIND THE MASK

Company	American Technos
Suggested Retail Price	$59.95
Release Date	April 1994
Memory Size	8 Megabits
Game Type	Pinball for up to four players

Pinball comes to the Super NES in a big way with American Technos' three-in-one pinball simulation. Digitized graphics and sound add a lot to the real pinball feel. From the flippers to the Tilt control, Super Pinball feels right to the touch and the ball seems to move well. The best part of the three games—Blackbeard & Ironman, Wizard, and Jolly Joker are the hidden bonuses. The ultimate goal in any of these games is to open the Forbidden Door, but you'll have to score millions to see it. One nice option is that there is a competition mode of play in which four players can take alternating turns, trying to outscore the others.





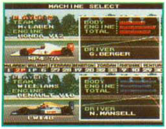
+ The look, the feel and the sound is real pinball. Lots of bonus opportunities.

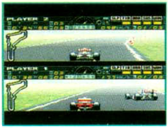
– The 3-D perspective of the entire pinball machine being shown in one screen is a bit unusual, but the speed of the ball seems realistic whether it's in the back or front.

F-1 POLE POSITION

Company	Ubi Soft
Suggested Retail Price	Not Available
Release Date	September 1993
Memory Size	8 Megabits
Game Type	F-1 Racing for two players

F-1 Pole Position combines realism with variety for fast, two-player F-1 racing action. Although initially released last fall, the game appeared only in two markets. This spring, Ubi Soft makes F-1 Pole Position available across the country. Aside from the standard options like a season of World Grand Prix racing on 16 international tracks and having a Test Run Mode for checking out the tracks, F-1 Pole Position lets you choose both your car and team. Other useful options include control of weather and the number of laps to be raced.





+ Good steering control. A fun, two-player racer.

– The narrow view can make it difficult to see upcoming turns.

SUPER TROLL ISLAND

Company	American Softworks
Suggested Retail Price	Not Available
Release Date	March 1994
Memory Size	4 Megabits
Game Type	Puzzle action for one player

The Trolls must bring light and color to their threatened world in this action game with a strong puzzle element. You can select one of four Trolls, each with a special ability such as a super jump, faster running speed, tremendous strength or the ability to swim. In each short stage, the Troll must gather items and restore color to a black and white world by covering the entire territory and reaching hidden areas.

Castle
Gilgamesh's Tavern
Adventurer's Inn
Boltac's Trading Post
Temple of Cant
Edge of Town
Name
Class
AC
Hits
Status

Netherman attempts to chop Nester and hits once for 3 damage.
Nester is destroyed!

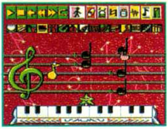
+ Good graphics and some engaging puzzle-solving, but the theme is targeted to younger players. A password lets you save stages.

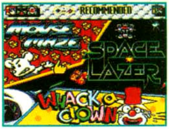
– There isn't much challenge to most of the puzzles. The Troll theme is dated.

FUN 'N' GAMES

Company	Tradewest
Suggested Retail Price	Not Available
Release Date	February 1993
Memory Size	8 Megabits
Game Type	Creativity

Fun 'N' Games combines puzzles, arcade games, a paint program and a music editor all in one Pak. The puzzles let you piece together creatures or outfits. The three arcade games are simple shooting or bopping games—shoot the asteroid or bop the clown. The paint program contains dozens of crazy patterns and Mario Paint-type stamps while the music editor lets you place notes on a scale to create songs. The game is Super NES Mouse compatible, but it can also be played with other controllers.





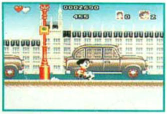
+ Fun 'N' Games has lots of variety for younger players and artists, but none of the games, puzzles or creative tools are very complex and more advanced gamers may find them to be too limited.

– You need the Super NES Mouse for decent control, and if you have the Mouse, most likely you also have Mario Paint.

SOCCER KID

Company	Ocean
Suggested Retail Price	Rental Only
Release Date	April 1994
Memory Size	12 Megabits
Game Type	Action for one player

When aliens swoop down and steal the 1994 World Cup, then smash up on an asteroid during their escape, the scene is set for Soccer Kid. He dribbles, he kicks, he shoots, he hates yellow cards. Soccer Kid uses his trusty soccer ball to attack fiends and reach new areas as he seeks the five pieces of the scattered World Cup.



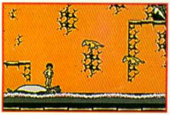
+ Soccer fans should enjoy the theme and graphics. Soccer Kid uses unique methods to make his way in the world.

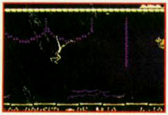
− The theme isn't for everybody. Don't confuse this action game with a soccer sports game.

WALT DISNEY'S JUNGLE BOOK

Company	Virgin Games
Suggested Retail Price	$39.99
Release Date	April 1994
Memory Size	2 Megabits
Game Type	Comic action for one player

Relive Mowgli's Disney adventure in the jungle with Baloo, Ka the snake, the Dawn Patrol and Shere Khan in this exceptional NES game from Virgin. This month's review covers the "bear" necessities.





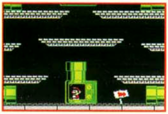
+ Excellent animation and play control make Jungle Book one of the best NES action games in a long time. Great variety of stages. Action and Disney fans will love it.

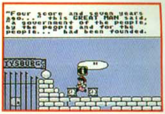
− Baloo doesn't sing. Great price.

MARIO'S TIME MACHINE

Company	Mindscape
Suggested Retail Price	$49.95
Release Date	April 1994
Memory Size	2 Megabits
Game Type	Edutainment

Mario must go back in time to save Yoshi from the evil clutches of Bowser. Luckily, he has a time machine that can be set to various dates as far back as the age of dinosaurs. Once Mario has zapped himself back in time, he must find artifacts that Bowser and his Koopas have hidden. Clues to the artifacts and interesting facts about the period pop up when Mario hits information blocks. You can stomp Koopas and throw shells as in a regular Mario game, but Mario himself doesn't take damage, which means that in Mario's Time Machine, you'll have as much time as you'll need.





"Four score and seven years ago..." this GREAT MAN said, "A government of the people, by the people and for the people..." had been founded.

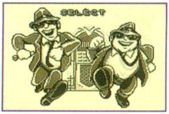
+ A better action interface than Mario Is Missing for the NES.

− The appeal of the game is very young, but young players may not have the reading skills to work through the clues.

BLUES BROS. JUKEBOX ADVENTURE

Company	Titus
Suggested Retail Price	$27.99
Release Date	April 1994
Memory Size	1 Megabit
Game Type	Action for one player

Jake and Elwood, the Blues Bros. of Saturday Night Live fame, have been captured by an evil juke box while on their way to a concert. You can play with either of the ultra cool blues stars, guiding them through weird landscapes where they must collect records to throw at enemies. The Both option lets you alternate play between the bros.



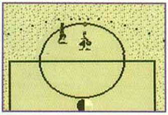
+ This is a solid platform game with lots of challenge.

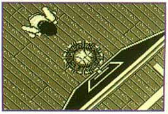
− The Blue Bros. theme doesn't add anything to the game and seems dated.

TIP OFF

Company	Ubi Soft
Suggested Retail Price	$32.95
Release Date	February 1994
Memory Size	1 Megabit
Game Type	Basketball for one player

International basketball isn't the same high-scoring, dream-team affair of NBA and NCAA basketball, but this b-ball tournament has the feel of real hoops even on the small screen. In a couple of unique options, you can practice your half-court game, have a multi-player foul shot contest or choose from five skill levels for either team. There are eight international teams including the USA, Japan and six European teams. There are even close-ups of slam dunks.





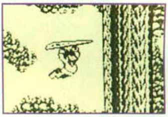
+ A fairly realistic full-court basketball game with some interesting options.

− This game can be quite challenging due to the difficulty of controlling passes and shots. Quarters are very short and games are therefore low scoring.

PREHISTORIK MAN

Company	Titus
Suggested Retail Price	$27.99
Release Date	April 1994
Memory Size	1 Megabit
Game Type	Action

Life for the caveman may have been bad, but existence for Prehistorik Man is totally rad. This rock 'n roll neanderthal bashes dinosaurs with a stick and flies on a primitive hang glider with the grace of a pteradactyl. Learn what's good to eat in this month's gourmet Game Boy review.



+ Fun, good graphics and play control plus some entertaining stages and hidden areas.

– Arrows indicate the arrival of monsters, which diminishes the challenge. Some backgrounds were so dark that you could hardly see your prehistorik man.

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BILL WALSH COLLEGE FOOTBALL	ELECTRONIC ARTS	5P-S/PASS	3.4	2.8	3.3	3.3	FOOTBALL
FUN 'N' GAMES	TRADEWEST	1P	3.4	3.3	2.4	3.1	CREATIVITY
KEN GRIFFEY JR. PRESENTS MAJOR LEAGUE BASEBALL	NINTENDO	2P-S/BATT	4.3	3.5	3.8	3.5	BASEBALL
NATSUME CHAMPIONSHIP WRESTLING	NATSUME	2P-S	3.2	2.4	2.8	2.7	WRESTLING
NINJA WARRIORS	TAITO	1P	3.7	3.7	3.5	3.1	FIGHTING ACTION
PINBALL DREAMS	GAMETEK	8P-A	3.4	3.3	3.1	2.8	PINBALL
PIRATES OF DARK WATER	SUNSOFT	2P-S	3.6	3.9	3.1	3.0	COMIC ACTION
ROCKO'S MODERN LIFE: SPUNKY'S DANGEROUS DAY	VIACOM	1P/PASS	3.6	2.7	3.2	3.3	ACTION
SOCCER KID	OCEAN	1P/PASS	3.3	2.3	2.8	2.9	ACTION
SPACE ACE	ABSOLUTE	1P	3.6	2.3	2.6	2.8	ACTION
STAR TREK: THE NEXT GENERATION	SPECTRUM HOLOBYTE	1P/PASS	3.5	2.4	3.7	4.0	SCI-FI ADVENTURE
SUPER BASES LOADED 2	JALECO	2P-S/BATT	3.1	3.3	3.1	3.3	BASEBALL
SUPER CHASE HQ	TAITO	1P	3.2	3.3	2.8	2.9	DRIVING ACTION
SUPER PINBALL: BEHIND THE MASK	AMERICAN TECHNOS	4P-A	3.6	3.8	2.9	2.7	PINBALL
SUPER TROLL ISLAND	AMERICAN SOFTWORKS	1P	3.2	3.0	2.8	2.8	PUZZLE ACTION
TIME TRAX	MALIBU	1P	3.5	3.5	3.3	3.5	ACTION
TURN & BURN: NO FLY ZONE	ABSOLUTE	1P/PASS	3.6	2.7	3.3	3.5	FLIGHT SIM
X-KALIBER	ACTIVISION	2P-S	3.8	3.5	3.4	3.0	ACTION

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
MARIO'S TIME MACHINE	MINDSCAPE	1P/PASS	3.3	2.6	2.6	3.0	EDUTAINMENT
WALT DISNEY'S JUNGLE BOOK	VIRGIN GAMES	1P	4.0	3.3	3.6	3.5	COMIC ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
BLUES BROS. JUKEBOX ADVENTURE	TITUS	1P	3.3	3.0	3.1	2.8	ACTION
PREHISTORIK MAN	TITUS	1P	3.7	3.0	2.9	3.1	ACTION
TIP OFF	UBI SOFT	1P	2.5	1.5	2.3	2.5	BASKETBALL

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

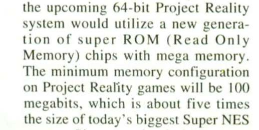
PAK WATCH

PROJECT REALITY

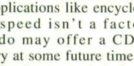
NINTENDO

About a month ago, Nintendo of America announced that games for the upcoming 64-bit Project Reality system would utilize a new generation of super ROM (Read Only Memory) chips with mega memory. The minimum memory configuration on Project Reality games will be 100 megabits, which is about five times the size of today's biggest Super NES games. Since much of video game graphics make use of character based memory with a compression ratio of about 50 to 1 over conventional data storage, this 100 megabits represents a huge memory storehouse for the new generation of graphically intensive games. In historical terms, the minimum increase in game memory size for any video game system seems to be a factor of eight. The NES went from 256K games to a standard of 2 megabits and the Super NES has gone from 4 megabits up to 24 megabits and climbing. For Project Reality, that means you'll probably see games that are at least 800 megabits. With memory compression factored in, you'll end up with games that are hundreds of times the size of many Super NES games. You'll need that memory, too, because the new generation of realistic graphics made possible by Silicon Graphics' MIPS technology being used in the system will need plenty of data to keep spinning its incredible web of illusions.

The decision to use megachips rather than CD-ROM came down to the need for access speed. To generate realistic, quick moving graphic applications like flight sims and other 3-D environments, you need almost instant access to a huge data base. CD-ROMs have the huge data base necessary, but their data retrieval or access times are at least one to two million times slower than the new chips. CD-ROM is great for some applications like encyclopedias where speed isn't a factor and Nintendo may offer a CD-ROM accessory at some future time for the Project Reality control deck. But so far at least, no one has come up with a CD-ROM game that really provides anything that is both unique and fun, and CD-ROMs are an extremely expensive delivery device, especially when you consider the return. Sega's announced Saturn, only a 32-bit system, will cost about twice as much as Nintendo's vastly more powerful system in large part because it has a CD-ROM drive.


Space Shuttle 16,000 mph

The difference in access times between most CD-ROMs and ROM chips is staggering. Imagine the Space Shuttle traveling at about 16,000 mph. The difference in speed between the Space Shuttle and a snail is the same as the difference between ROM silicon chips and a CD-ROM, a difference of about 2 million times. In 90 minutes the Space Shuttle can circle the globe while the snail will travel about 60 feet. The next time someone tells you that CD-ROM is the wave of the future, tell them that the future doesn't belong to snails.


Snail .008 mph

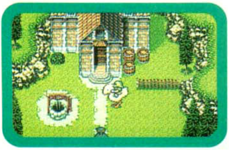
FINAL FANTASY III

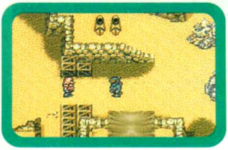
SQUARE SOFT

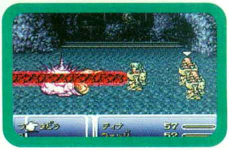
Touted as the biggest Final Fantasy game ever in Japan, Final Fantasy VI (which will be released in the U.S. this fall as Final Fantasy III) made an early landfall in America when it arrived at the Pak Watch desk. Currently, the producers at Square are translating and rewriting the 700 pages of text and making graphic changes to enhance the play for American gamers. The pictures shown here are of the finished Japanese game. What is clear from the moment you plug in the pak is that this game will blow away fans of Final Fantasy II and Mystic Quest with superior graphics. Many of the backgrounds in cinema scenes and battles are digitized images that give a more realistic feel to the game. Special effects also include a Mode 7 flight aboard a Chocobo and some cool animations of spells and attacks in the battle scenes.

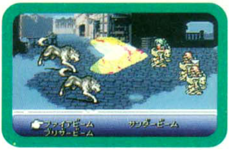
As for the story, it's another fascinating mix of myth and technology, magic and reality. This Final Fantasy world has passed through an age without magic, and they've developed a mechanical technology. But now, certain people are beginning to use magic again, and that is causing problems.

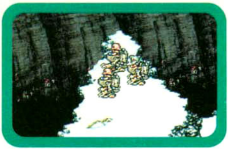
What makes this game even more promising is the variety of play. Throughout the game you'll meet up with other characters and parties. You can join any of them, and by so doing you'll change your course toward the conclusion that is common to all of the paths. As a result, you'll be able to play FFIII over and over and never have the same experience twice. One trip through the game should take about 80 hours, which means you'll be getting a lot for your money this October when the game ships.

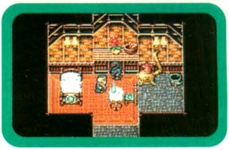








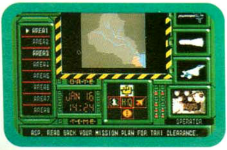




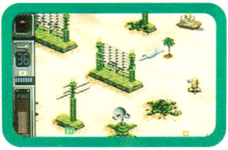
A.S.P. AIR STRIKE PATROL

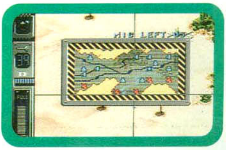
SETA

The war in the gulf may be over, but the challenge of pitting your piloting skills against a heavily armed foe remains with Seta's A.S.P. Air Strike Patrol. Your Pak Pilot had seen several versions of this game over the past six months, but the final version surprised us with some great new features including very realistic digitized dialogue. A.S.P. has the arcade feel of EA's Desert Strike, but it also contains realistic mission briefings and combat scores that seem more like they belong to a strategy game. The game has eight missions, but each mission is complex enough to require numerous sorties or air strikes. You'll cruise in low over the mountains toward your target in the F-14, then drop your semi-smart missiles on enemy installations. Fuel and ammo is limited, so you have to fly smart and get back to base. There isn't any high-speed dog fighting here, but then the real Desert Storm pilots ruled the skies unchallenged, as well. A.S.P. should be on deck later this spring.



ASP. READ BACK YOUR MISSION PLAN FOR TAXI CLEARANCE.

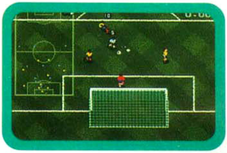


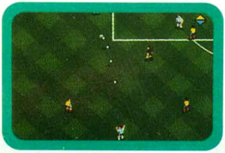


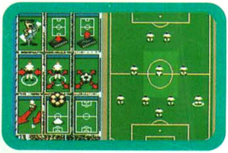
WORLDCUP USA 94

U.S. GOLD

Here's a Pak Watch puzzler: what's the biggest single sporting event in the world? It isn't the World Series or even Nintendo's Powerfest '94. Numero uno is the World Cup—soccer's once in four years international championship tournament. What makes it special in 1994 is that the World Cup is being held in the U.S. You can even win a trip to see it in our Player's Poll Contest. The official licensed soccer game to go along with the Cup is WorldCup USA 94 from U.S. Gold. It's an overhead, international soccer sim that includes the actual 24 finalists—the best soccer teams in the world. The video matches take place in the nine stadiums around the country that will hold the actual events. One to four players will be able to hit the pitch and a battery backed memory will save your progress toward the World Cup. If all this isn't international enough for you, the game also has eight languages to choose from including English, Spanish, French and German.



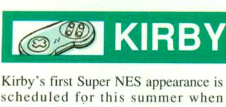


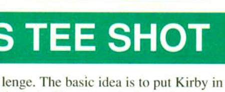


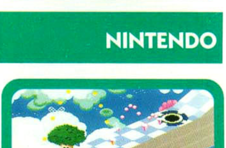
RISE OF THE ROBOTS

ABSOLUTE

From across the Atlantic comes one of the most stunning combat games you're likely to see all year. Rise of the Robot's from Absolute utilizes state-of-the-art ray-tracing techniques and 3-D perspectives to create futuristic scenes that blew more than a few minds at last winter's CES, this Pak Peeker included. Although basically it's a fighting game, Rise also includes some adventure aspects and animated cinema scenes that make it seem like more of an action game. In the game, you are an experimental cyborg who must combat a morphing enemy called the Supervisor and all his lesser supervisees before they crush humanity with their mechanical minions. Eurogamers eat this stuff up, but when the graphics are this good and smoothly animated, it's hard not to agree with them that the future is dark, yes, but also a lot of fun. Rise of the Robots is an exceptional showcase for the advanced graphics capability of the Super NES. (Your alternative is to shell out $700 bucks to play it on 3DO or an unknown amount of quarters when the arcade game hits the streets this spring.) Rise for the Super NES should debut this summer.



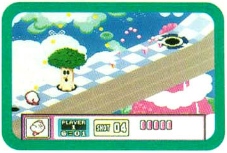




KIRBY'S TEE SHOT

NINTENDO

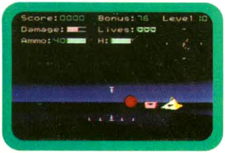
Kirby's first Super NES appearance is scheduled for this summer when Kirby's Tee Shot from Nintendo arrives. Some of you will recall that Pak Watch announced a game called Special Tee Shot last year. That game has been improved considerably from an interesting but indescribable sort of golf thing to a Kirby game that will appeal to anyone who likes a fun challenge. The basic idea is to put Kirby in the hole. Your score is dependent upon how many shots it takes. But the real action is in the incredible assortment of obstacles that make this anything but a straight putt. In some cases, you'll have to lob Kirby over trees or between islands and drop him straight into a hole. There are four levels of challenge with eight holes in each.

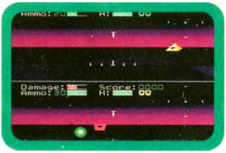


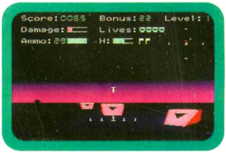
SPECTRE

CYBERSOFT

From the world of the Macintosh computer comes a 3-D arena battle that kept this Pak Patroller running for cover and gunning for glory. Spectre puts you in command of a cyber tank or battle craft in a cyber universe. You can pick up gas, ammo and heal items along with plenty of damage from enemy tanks as you hunt down flags that send you to ever higher levels of challenge. One or two players can enter the virtual battle. Four options await the dueling cyber tankers: an all-out Arena brawl, the strategic Flag Rally in which you collect flags for points, teaming up with a computer ally to capture the other guy's flag, or the cooperative Allied assault. One of the best parts of the game is that you can choose any of three configurations of tanks, or customize one of your own design. Your Pak Tanker was impressed by the control of his vehicle. In addition to good speed and maneuverability, you can jump high above the plain (useful for seeing enemies and goals over the horizon), zap to a new part of the level through hyperspace or take a warp zone to higher levels. Cybersoft is the new brand name of Gametek, and it seems that they'll be off to a great start when Spectre arrives this spring



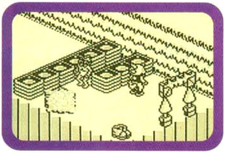


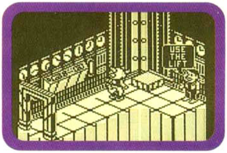


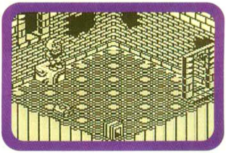
MONSTER MAX

TITUS

For those of you who liked Sony's Altered Space for Game Boy, Titus will soon introduce Monster Max with much the same type of challenge and look. Max is a teenage monster who just wants to have his own rock band, but an evil guy named Krond is ransacking the planet and Max must go into training to defeat the fiend. Setting his Strat aside, he journeys through nine levels of intense puzzle action in three quarter view, multi-room stages. Although the game play was good, and often very challenging, this Pak Max was most impressed with the balance of the game. From the graphics to the story, to the items Max can use and the puzzles he must solve, all the elements really came together in a fun game. You can check out this monster Pak later this spring.



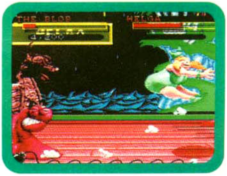




CLAY FIGHTER TOURNAMENT EDITION

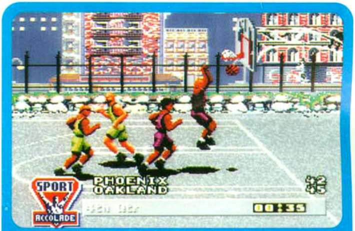
INTERPLAY

Some companies, like Interplay, just roll with the hits. In particular, their hit Clay Fighter is getting some new options and turbo speed in Clay Fighter Tournament. Pak Watch took a look at the new 24 megabit game and came away impressed. The tournament options include Double Elimination, Single Elimination and Sudden Death. In addition to the extra competition modes, up to eight players can join in the fun, taking turns with the original cast of fighters. That's not all that was improved in the game. The speed settings can now be increased to a lightning fast rate and the backgrounds where the fights take place have been created using Interplay's unique claymation effects. This Pak Puncher thinks Clay Tournament will turn out to be one of the best fighters ever.



PAK WATCH UPDATE

There are more ways than one to jam, and the NBA isn't the only place where the slam meisters show off their technique. **Sport Accolade** kept that in mind when they were working on *Barkley: Shut Up And Jam!* Sir Charles may be the only recognizable name in this street ball, dunkfest, but the action will be familiar to any fan of Jam, and that's just about everyone. The teams come from 'Hoods around the country and Phoenix where Sir Charles rules. Up to four players can play using teams with orbital jumping abilities just like Jam. Actually, just about everything in this game is just like Jam except it's rougher. You don't just slam dunk, you slam your opponents, too. Apparently, the Big Bark had his say in the development of Shut Up And Jam. Next month's Sports Scene will take a closer look at this game.

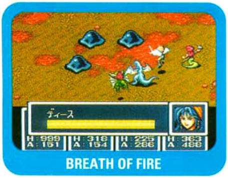


BARKLEY: SHUT UP AND JAM!

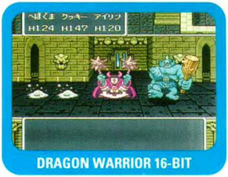
Direct from the jungles of central America comes some views of **Activision**'s *Super Pitfall Harry*. Your Pak Watchers have been following the progress of this one with some interest due to the talented crew that Activision has put on the project. We also thought you might like to take a look at *Battletech*, the sequel to last year's MechWarrior. Bigger mechs and more realistic 3-D landscapes should add to the feel of the game while the play should be hotter with a greater emphasis on the actual battles. Although both games are looking good this spring, they won't hit the shelves until late summer or fall.

When our source at **Square Soft** stopped by the Pak Watch desk the other day, he not only brought with him the vast and inspiring *Final Fantasy III*, he also had tucked away a copy of *Breath of Fire*. In Japan, Breath of Fire was a **Capcom** release that met with considerable success, but Capcom licensed the game to Square for the American market. What Square got in the deal was an excellent RPG with a unique look and lots of play value. In this game, you control parties of four characters, some human and some quite monstrous, but all with widely varying skills. For instance, one sprite-like character can use magic to become a dragon, as seen in the screen shot below.

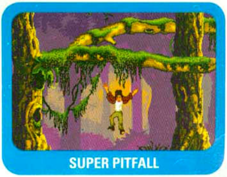
Your ever-vigilant Pak Watch reporters also came across **Enix**'s 16-bit conversion of *Dragon Warrior 1 & 2* for the Super Famicom. Although the games follow the same story as the NES versions, including the same monsters, villages, items and tasks, the graphics and music have changed, and in some instances the change is dramatic. One of our Pak Watch testers cranked the stereo during game play sessions due to the dramatic sound track. Enix America Corp. hasn't decided whether to translate the game and bring it out in the U.S.



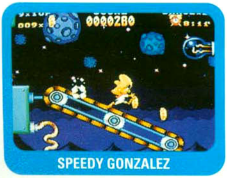
BREATH OF FIRE



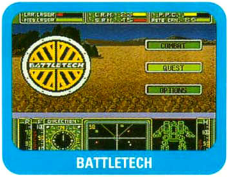
DRAGON WARRIOR 16-BIT



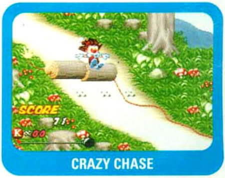
SUPER PITFALL



SPEEDY GONZALEZ



BATTLETECH



CRAZY CHASE

and they would love to hear from Dragon Warrior fans. Write to:

Dragon Warrior Comments
2679 151st Place NE
Redmond, WA 98052

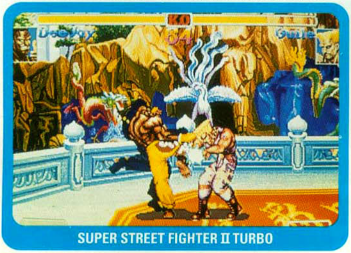
The news out of **Bandai** is that they will have Super NES and Game Boy versions of *Power Rangers* coming out by the end of the year. The version shown at Toy Fair in February was only 10% complete, but they hope to have a finished game ready by CES at the end of June. Pak Watch will keep you posted on this development project. Also from the realm of television and currently deep in development are *Popeye* for the Super NES from **American Technos**, *Sylvester & Tweety* from **Sunsoft** and *Home Improvement* from **Absolute**. **Sunsoft**'s Speedy Gonzalez should be the next Looney Tunes release for the Super NES, and it not only looks great, it has great play control and fast action that'll knock your sombrero off.

T*HQ is sponsoring a monster contest for its *Sports Illustrated For Kids: The Ultimate Triple Dare* Game Boy game. The game itself contains snowboarding, mountain biking and skateboarding, and the contest winner can choose a vacation package featuring one of the sports in exotic locations or...get this, take home $50,000. This Pak Picker's choice is to thrash with the cash, but you can get details on the SI For Kids box.

Previously, Pak Watch mentioned that **Kemco** was working on *Crazy Chase*, a whacky race against time with a unique perspective. Now we can show it to you. This still-early version of Crazy Chase shows the first stage as you tumble down a mountain trail with rolling logs, banana peels and other less hilarious obstacles like axes all trying to slow down your clown.

A permanent slow-down has been called for **EA**'s *Mutant League Hockey*. The Mutant League characters are going to be getting a facelift and a new lease away from sports games. EA hopes to have several Mutant games in the future, but they'll be action oriented.

At the ACME coin-op show this March, **Capcom** announced that *Super Street Fighter II Turbo* was on its way. It may be at your local arcade already. According to our Pak Watchers at Capcom, the updated quarter-muncher will feature a new character who is said to be the ultimate boss. What's his name? We'll race you to the arcade.



SUPER STREET FIGHTER II TURBO

FUTURE GAMES
FOR THE

SUPER NES

Name	Approximate Release
A.S.P. Air Strike Patrol	Spring '94
Barkley: Shut Up And Jam	Spring '94
Battletech	Fall '94
Beavis And Butthead	Fall '94
Beauty And The Beast	Spring '94
Blackthorne	Summer '94
Breath Of Fire	Summer '94
Bubsy 2	Fall '94
Captain Commando	Summer '94
Citadel	Fall '94
Clay Fighter Tournament Edition	Spring '94
Double Dragon V: The Shadow Falls	Fall '94
Crazy Chase	Fall '94
Demon's Blazon	Fall '94
Dragon View	Summer '94
Final Fantasy III	Fall '94
FireTeam Rogue	Fall '94
Fun 'N' Games	Winter '94
Impossible Mission 2025	Summer '94
Jammit!	Summer '94
Joe & Mac 2	Spring '94
Juggernauts	Fall '94
Jungle Book	Summer '94
King of Dragons	Spring '94
Kirby's Tee Shot	Summer '94
Knights of Justice	Fall '94
Knights of the Round	Spring '94
Liberty or Death	Spring '94
Lord of the Rings	Summer '94
Mickey's Ultimate Challenge	Winter '94
Mr. Nutz	Spring '94
NFL Quarterback Club	Fall '94
Operation Europe	Summer '94
Reign Of Superman	Fall '94
Rise Of The Robots	Summer '94
Sound Fantasy	Fall '94
Spectre	Spring '94
Speedy Gonzalez	Summer '94
Spike McFang	Spring '94
Stunt Race FX	Summer '94
Super Adventure Island II	Summer '94
Super Metroid	Spring '94
Super Pitfall	Fall '94
Tarzan	Fall '94
WorldCup USA 94	Summer '94

GAME BOY

Name	Approximate Release
Donkey Kong '94	Spring '94
John Madden Football	Summer '94
Itchy & Scratchy: Miniature Golf Madness	Summer '94
Monster Max	Spring '94

NEXT ISSUE

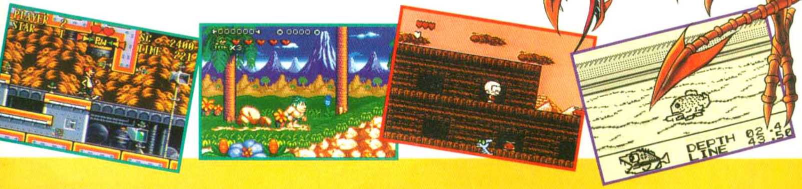
COMING IN MAY, VOLUME 60

The Jetsons - Invasion of the Planet Pirates

Joe & Mac 2

Bonk's Adventure

Black Bass Lure Fishing

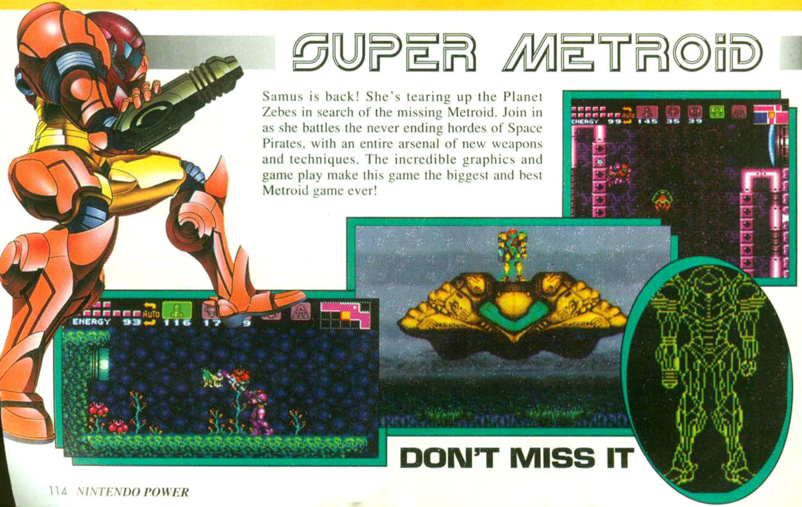

PLAYER 2
STAR 1
SC 2400
TIME 221
DEPTH 02.4
LINE 43.50

ALL NEW SPORTS SCENE

All the latest sports games are featured in next month's issue. Just as baseball season gets into full swing, catch the lineup of new baseball games. Batter-up!

SUPER METROID

Samus is back! She's tearing up the Planet Zebes in search of the missing Metroid. Join in as she battles the never ending hordes of Space Pirates, with an entire arsenal of new weapons and techniques. The incredible graphics and game play make this game the biggest and best Metroid game ever!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ENERGY 93 116 17 9
AUTO

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5 13388 00661 3

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STREET FIGHTER II TURBO

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MEGA MAN X

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100038

5 45496 12093 6

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ZODA'S REVENGE
STAR TROPICS II.

OR

MEGA MAN 6

Nintendo®

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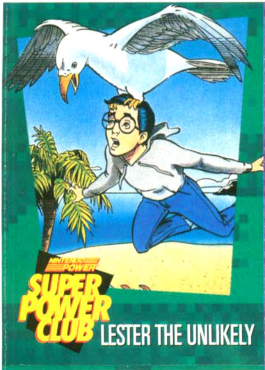
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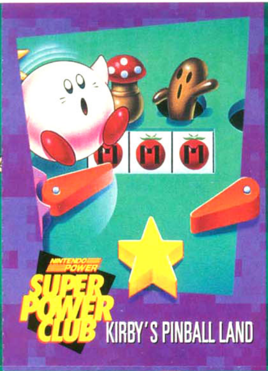
SUPER POWER CLUB
LESTER THE UNLIKELY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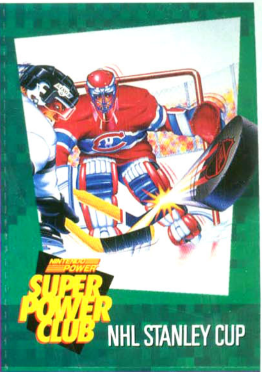
KIRBY'S PINBALL LAND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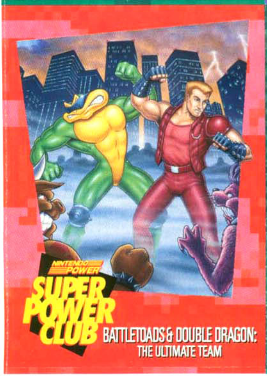
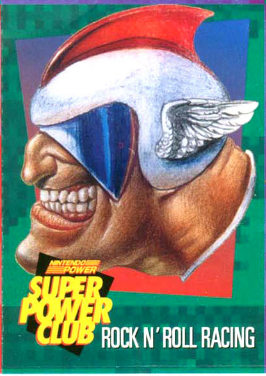
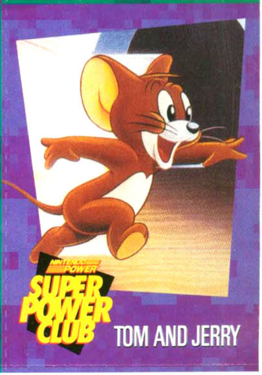
SUPER POWER CLUB
NHL STANLEY CUP


NINTENDO POWER
SUPER POWER CLUB
BATTLETOADS & DOUBLE DRAGON:
THE ULTIMATE TEAM


NINTENDO POWER
SUPER POWER CLUB
ROCK N' ROLL RACING


NINTENDO POWER
SUPER POWER CLUB
TOM AND JERRY

POWER CHALLENGE TRADING CARDS

POWER CARD #106

NHL STANLEY CUP™

DESCRIPTION *This is the game that puts you right on the ice with the best teams in pro hockey! You can play an entire season and try to win the championship, or you can just try to beat your best friend. The Mode 7 graphics make this game so real you should need a helmet!*

CHALLENGE *How many total goals can your favorite team score in a season?*

Novice: 200
Intermediate: 300
Pro: 500

SYSTEM: *Super NES*
GAME TYPE: *Hockey*
# OF PLAYERS: *2*
RELEASED: *11/93*
COMPANY: *Nintendo*

©1993 Sculptured Software Inc.The NHL shield,NHL team names and logos and Stanley Cup wording are ™ of NHL Enterprises©NHL 1993

POWER CARD #112

KIRBY'S PINBALL LAND™

DESCRIPTION *Everybody's favorite ball of air has now become a real ball in his own pinball game. In this game you can play several different pinball tables, each with its own special tricks and secrets. Watch for the special items and warp stars to score really big points.*

CHALLENGE *How many points can you score on your first ball?*

Novice: 400,000
Intermediate: 750,000
Pro: 1,000,000

SYSTEM: *Game Boy*
GAME TYPE: *Pinball Action*
# OF PLAYERS: *1*
RELEASED: *11/93*
COMPANY: *Nintendo*

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POWER CARD #116

LESTER THE UNLIKELY™

DESCRIPTION *With his favorite comic in hand, Lester takes a long walk off a short pier. He falls asleep in the wrong place and soon finds himself on a doomed freighter headed for a desert island. Can you rescue the island king and get Lester off the island?*

CHALLENGE *Without using a single Continue, how far can you go?*

Novice: Stage 3: The Totem Poles
Intermediate: Stage 7: The Jungle
Pro: Stage 12: The Docks

SYSTEM: *Super NES*
GAME TYPE: *Adventure*
# OF PLAYERS: *1*
RELEASED: *12/93*
COMPANY: *DTMC™*

™ & © 1993 Visual Concepts,™ & © 1993 DTMC, Inc.

POWER CARD #70

TOM AND JERRY™

DESCRIPTION *Jerry embarks on a dangerous game of cat and mouse to find his missing cousin, Tuffy! With Tom around every corner, Jerry had better move fast if he wants to survive this Ten Level adventure!*

CHALLENGE *Try to finish the first screen before your timer falls below-*

Novice: 2:40
Intermediate: 2:50
Pro: 3:00

SYSTEM: *Game Boy*
GAME TYPE: *Cartoon Action*
# OF PLAYERS: *1*
RELEASED: *10/92*
COMPANY: *Hi-Tech Expressions*

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POWER CARD #105

ROCK N' ROLL RACING™

DESCRIPTION *Planet to planet — you've got to race for all the points you can get. There are loads of options to include on your car: guns, tires, shocks, armor, and more. With six planets to conquer, the challenge is always there. Let the green flag drop and go for the glory!*

CHALLENGE *Can you score the maximum points at each level?*

Novice: Password: F6VH TLHB 1CZG (4800 pts)
Intermediate: Password: SGY8 R4CV VQPT (2400 pts)
Pro: Password: XWC7 HZB5 5TJ! (5600 pts)

SYSTEM: *Super NES*
GAME TYPE: *Car Racing*
# OF PLAYERS: *2*
RELEASED: *9/93*
COMPANY: *Interplay*

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POWER CARD #91

BATTLETOADS™ & DOUBLE DRAGON: THE ULTIMATE TEAM

DESCRIPTION *The Dark Queen and the Shadow Boss have teamed up in a vile plot of world domination. Can you stop them with the combined forces of the Battletoads and the Double Dragon twins, Billy and Jimmy Lee? You must destroy the Colossus and make sure these diabolical plans are ruined!*

CHALLENGE *With what character can you beat the Stage 1-2 Mini Boss, without losing a player?*

Novice: Rash
Intermediate: Billy
Pro: Zitz

SYSTEM: *NES*
GAME TYPE: *Street Fighting Action*
# OF PLAYERS: *2*
RELEASED: *5/93*
COMPANY: *Tradewest*

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BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 43 (Dec. '92): Road Runner's Death Valley Rally, Spider-Man & the X-Men in Arcades Revenge, Push-Over, Desert Strike, Batman Returns (NES), James Bond Jr., Tecmo NBA Basketball, Super Mario Land 2—6 Golden Coins, Bonk's Adventure, Looney Tunes.
Volume 44 (Jan. '93): Magical Quest-Starring Mickey Mouse, Dragon's Eye: Shanghai II, Sonic Blast Man, Equinox, Firepower 2000, Mega Man V, R.C. Pro-Am II, The Jetsons, Incredible Crash Test Dummies, Mega Man III (Game Boy), The Humans (Game Boy), Battleship.
Volume 45 (Feb. '93): Cybernator, Pugsley's Scavenger Hunt, Wing Commander, Jeopardy (Super NES), Aerobiz, Zen Intergalactic Ninja, Bomberman II, Eon Man, Darkwing Duck (Game Boy), Alien³ (Game Boy), The Ren & Stimpy Show, Rampart (Game Boy), The Little Mermaid (Game Boy).
Volume 46 (Mar. '93): Star Fox, Super Strike Eagle, Super Conflict, Wayne's World, Tiny Toon Adventures: Buster Busts Loose, King Arthur's World, Adventure Island 2 (Game Boy), Milon's Secret Castle (Game Boy), Krusty's Fun House (Game Boy), The Empire Strikes Back (Game Boy), Alien³ (NES), Dragon Warrior IV, Mickey's Safari in Letterland, Widget.
Volume 47 (Apr. '93): Star Fox, Mech Warrior, Pocky & Rocky, SimEarth, Congo's Caper, Super Black Bass, Super NES Fighting Games, Kid Dracula, Joe & Mac (Game Boy), Top Rank Tennis, The New Chessmaster, DuckTales 2, Yoshi's Cookie, Kid Klown in Night Mayor World.
Volume 48 (May. '93): The Lost Vikings, Shadowrun, Batman Returns, The Legend of Zelda: Link's Awakening, Zen Intergalactic Ninja (Game Boy), Ring Rage, Great Greed, Kirby's Adventure, Incredible Crash Dummies (NES), Super Turrican.
Volume 49 (June '93): B.O.B., Taz-mania, Super Casino Games, Yoshi's Cookie, Battletoads in Battlemaniacs, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletoads and Double Dragon, Fire 'n' Ice.
Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zelda: Link's Awakening, Gargoyle's Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)
Volume 51 (Aug. '93): Street Fighter II Turbo, Zombies Ate My Neighbors, Alien³ (Super NES), Goof Troop, Nigel Mansell's World Championship, Speedy Gonzalez, Star Trek: The Next Generation, 4-in-1 Funpak Vol. II, Jurassic Park(NES), King's Quest V.
Volume 52 (Sept. '93): Final Fight 2, The Seventh Saga, Super Mario All-Stars, Rock 'N' Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Cartoon Workshop.
Volume 53 (Oct. '93): Super Empire Strikes Back, Mortal Kombat, Super Bomberman, Plok, Cool Spot, Pac-Attack, Wing Commander: The Secret Missions, Mortal Kombat (Game Boy), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.
Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurassic Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works, T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms. Pac-Man.
Volume 55 (Dec. '93): Disney's Aladdin, Clay Fighter, NHL Stanley Cup, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics, Mega Man IV (Game Boy), Mega Man VI (NES), Tetris 2.
Volume 56 (Jan. '94): Mega Man X, Flashback, Claymates, Soldiers of Fortune, T.M.N.T. Tournament Fighters, Battletoads & Double Dragon The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Chip 'N' Dale Rescue Rangers 2.
Volume 57 (Feb. '94): Bugs Bunny Rabbit Rampage, Young Merlin, Skyblazer, Inspector Gadget, The Sports Scene, Lester the Unlikely, Choplifter III, Spider-Man & The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Tropics II.
Volume 58 (Mar. '94): NBA Jam, Wolfenstein 3-D, Super R-Type III, Metal Marines, The Flintstones: The Treasure of Sierra Madrock, Wario Land: Super Mario Land 3, Zoda's Revenge: Star Tropics II (Part 2).

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Nintendo

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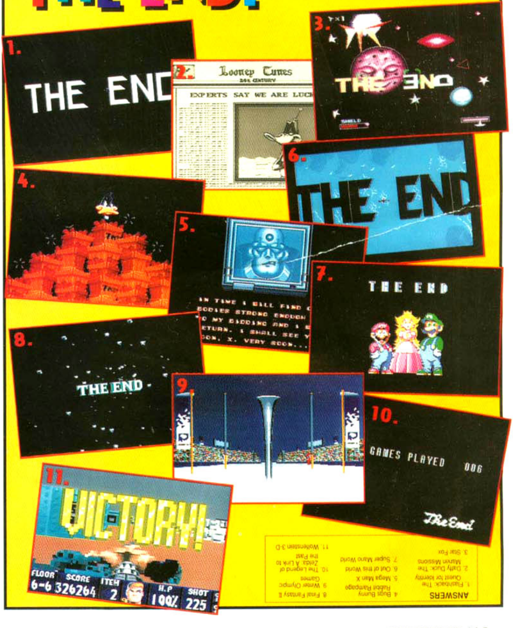

ANSWERS
1. Flashback: The Quest for Identity
2. Daffy Duck: The Marvin Missions
3. Star Fox
4. Bugs Bunny Rabbit Rampage
5. Mega Man X
6. Out of this World
7. Super Mario World
8. Final Fantasy II
9. Winter Olympic Games
10. The Legend of Zelda: A Link to the Past
11. Wolfenstein 3-D

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